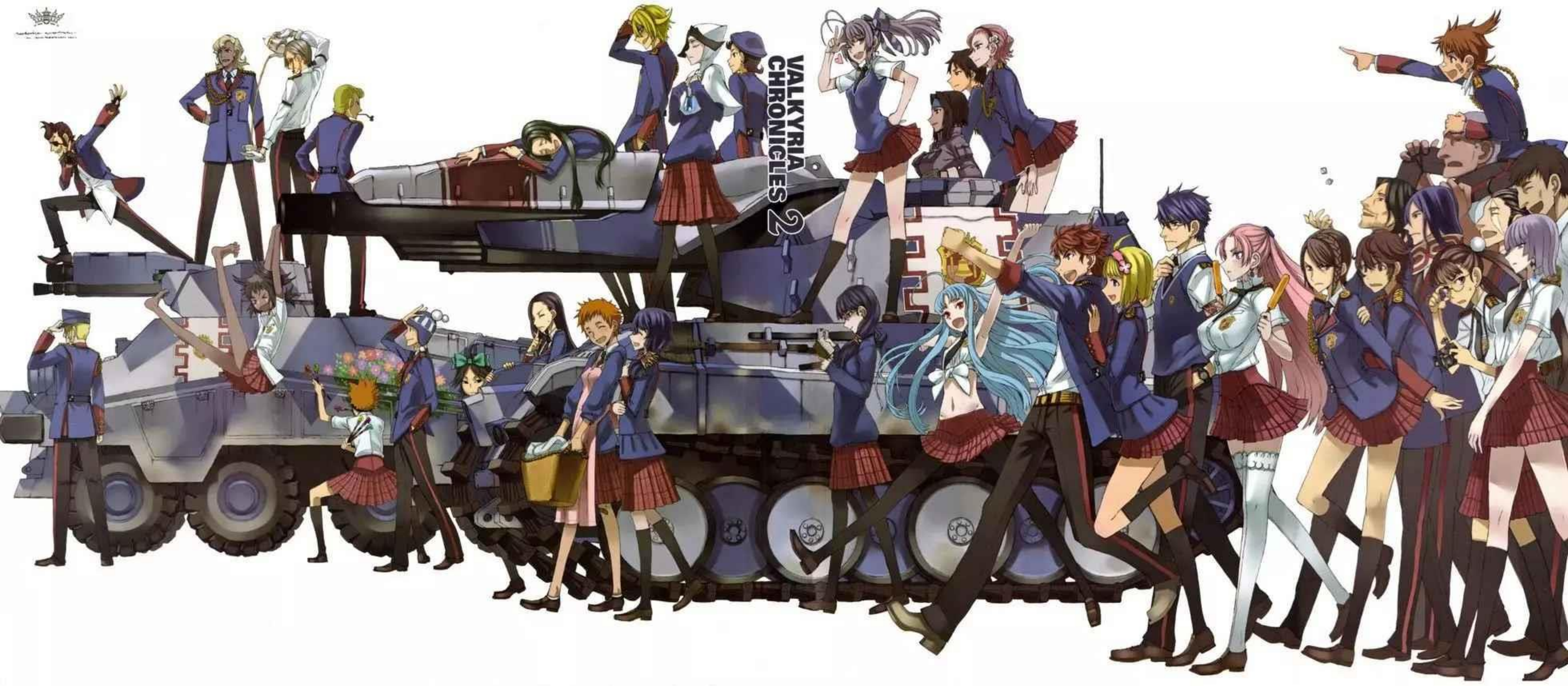


VALKYRIA CHRONICLES 2

戦場のヴァルキュリア2
WORLD ARTWORKS







valkyria chronicles
in memoriam



Valkyria Chronicles 2

WORLD ARTWORKS

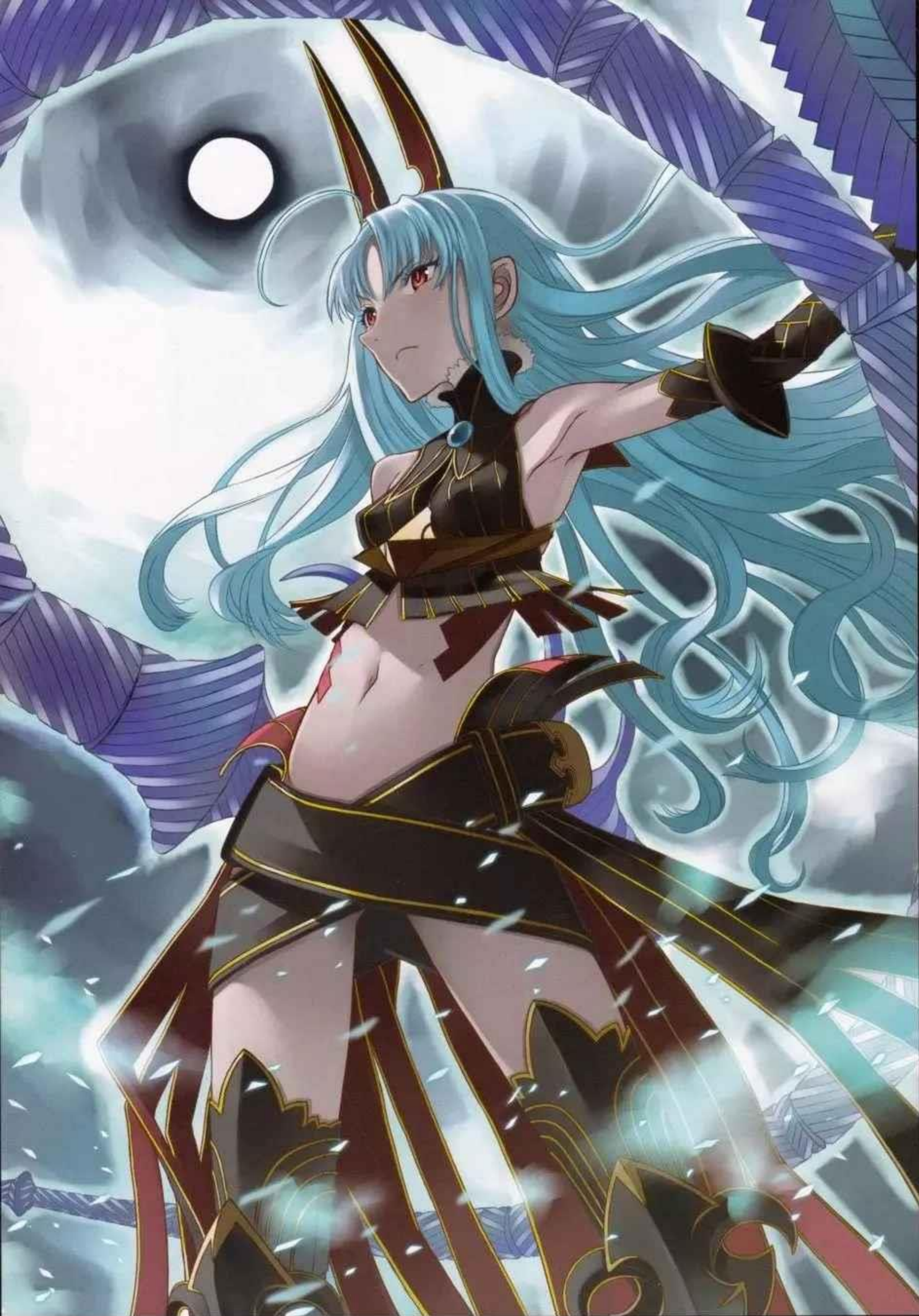






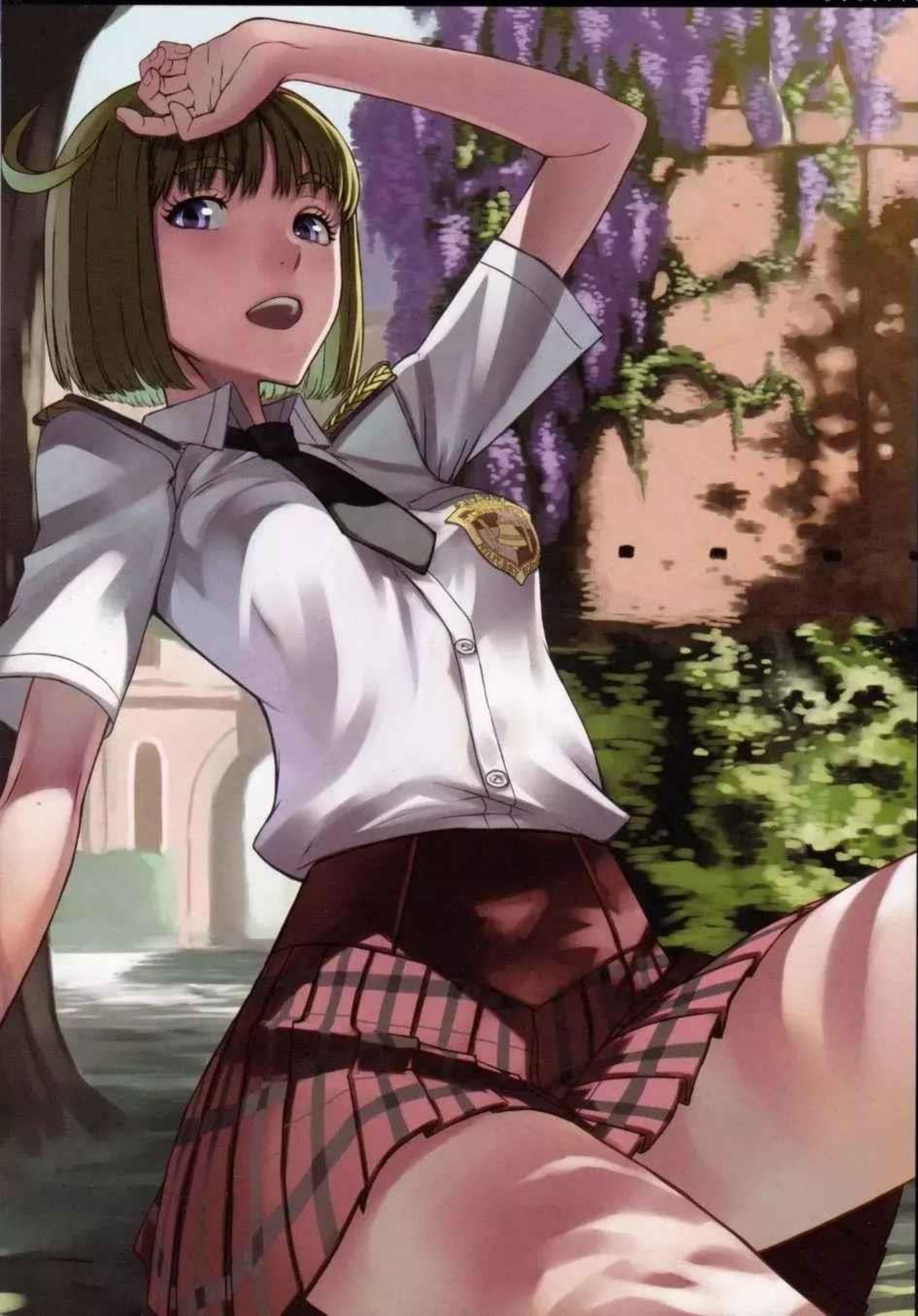


Illustration by Zeri & Co. & Tard



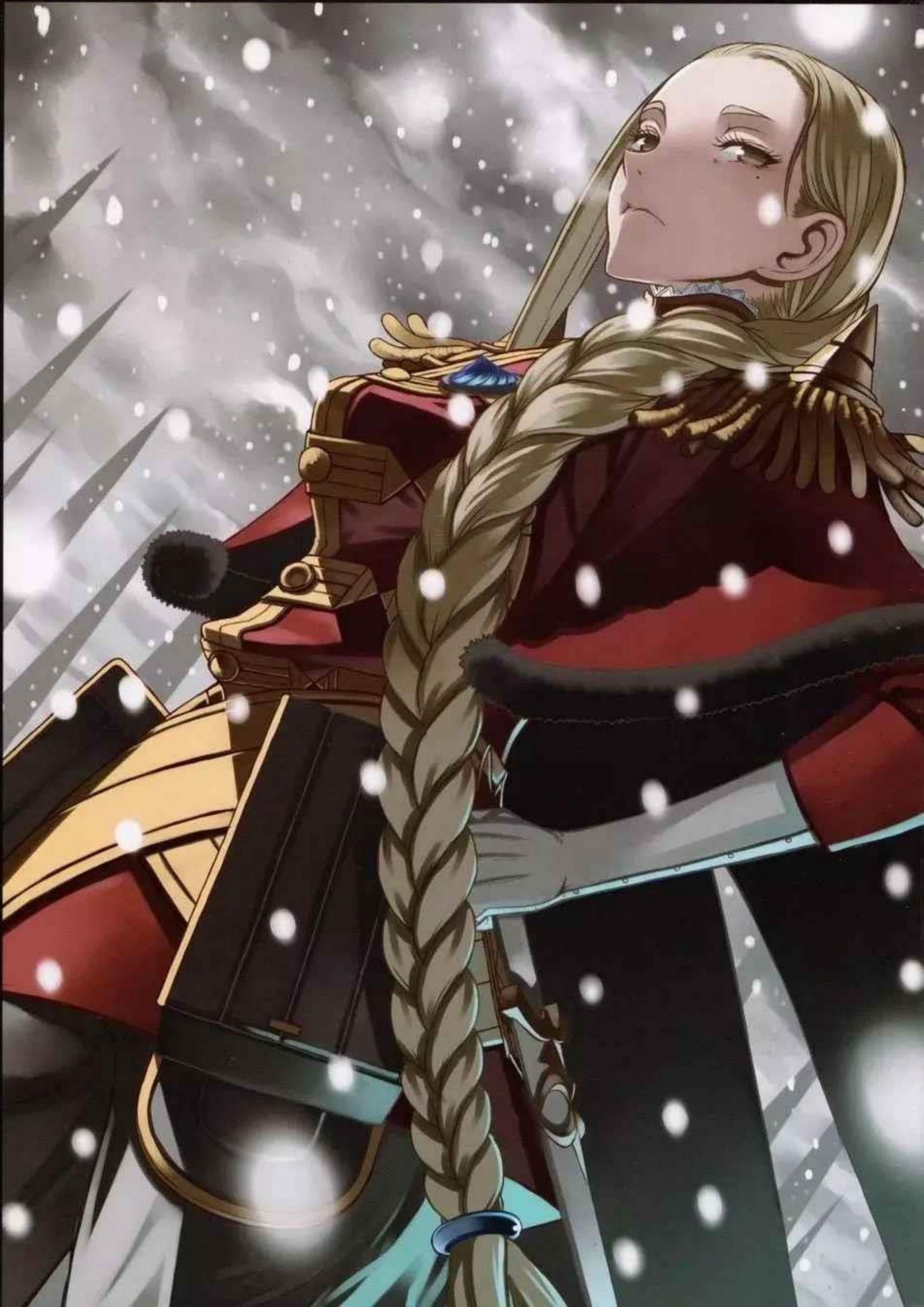
井ノ口 大輔



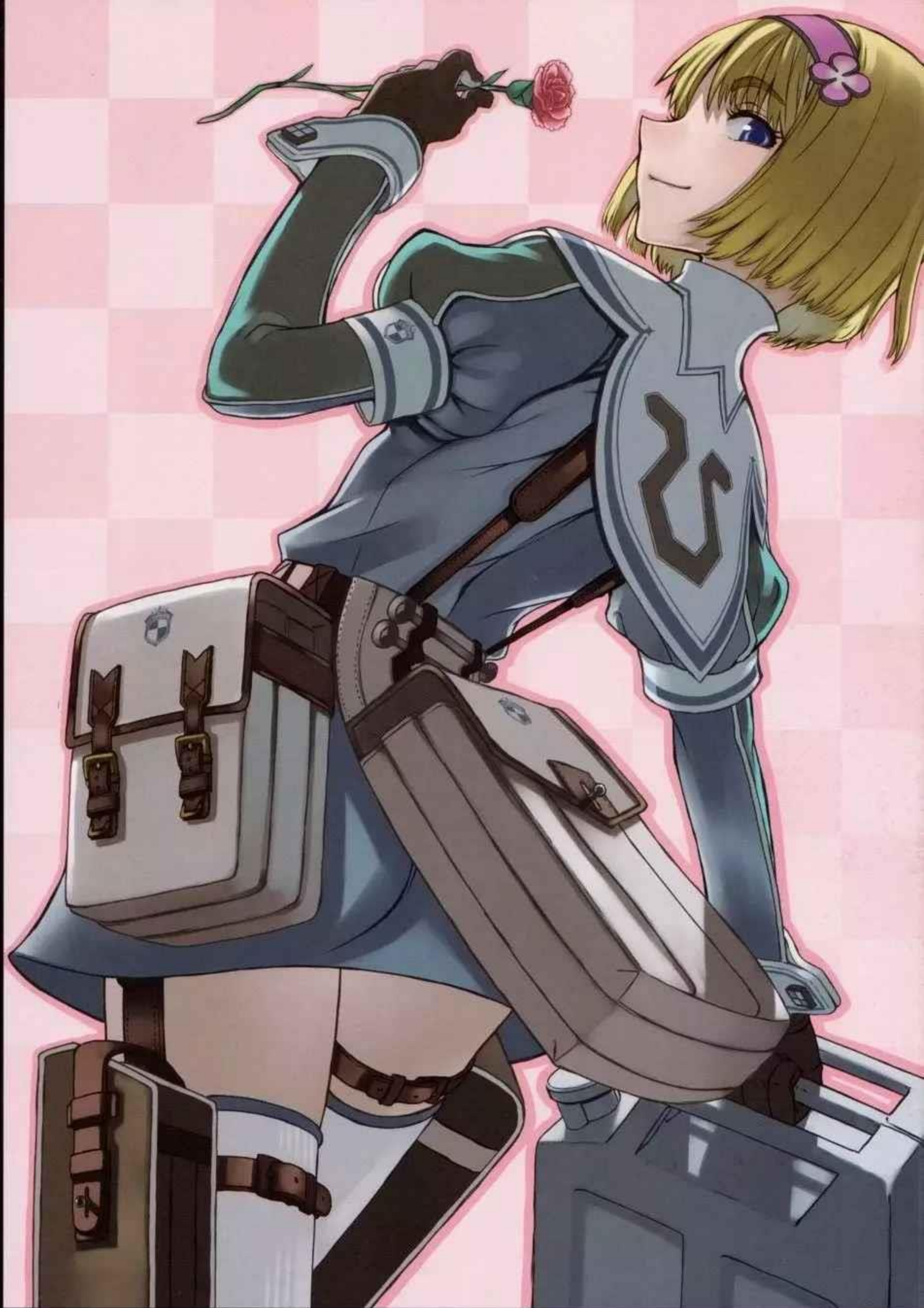














Tutiana & Cosette



◆ PSP SOFTWARE
"Valkyria Chronicles 2: Gallian Royal Military Academy" package



◆ KEY VISUAL
(Debut: Tokyo Game Show 2009)



◆ GUIDE BOOK COVER*
"Valkyria Chronicles 2: Gallian Royal Military Academy - Complete Guide"

◆ Base art: Mihue Mori
Finished work: Asterism
Background: Studio Uni
Production: A-1 Pictures



◆ TELEPHONE CARD
(EXCLUSIVE ART BY RAITA HONJOU)
Animate pre-order bonus illustration



◆ TELEPHONE CARD
(EXCLUSIVE ART BY RAITA HONJOU)
AmiAmi pre-order bonus illustration



◆ BOOK CARD
(EXCLUSIVE ART BY RAITA HONJOU)
Magical pack bonus illustration



◆ TELEPHONE CARD
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Gamers' Limited Edition Set illustration



◆ TELEPHONE CARD
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Softmap pre-order bonus illustration



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WonderGoo pre-order bonus illustration



Valkyria
Chronicles 2
WORLD ARTWORKS

The discovery of ragnite had granted many technological advancements to the world of Europa, but the desire for resources and security had forced each nation to side with one of two governing bodies: the East European Imperial Union (known as the Empire), or the Atlantic Federation (known as the Federation).

Despite being the foundation of modern civilization, ragnite did not guarantee joy to those who possessed it. The increasing violence between the Empire and the Federation as they battled for political power and ragnite sources soon scarred the once lush landscape.

This large-scale conflict came to be known as the First European War, and forced the people of Europa to recognize the tragedy of war as well as the value of peace. Unfortunately, these lessons were not enough to prevent humans from repeating the mistakes of their past, and the year 1935 marked the beginning of the Second European War.

Caught between the Empire and the Federation, maintaining political neutrality was not enough to save the small nation of Gallia from the ravages of war. During the Second European War, Gallia was raided by the Empire and suffered heavy casualties. However, through what could only be described as a miracle, Gallia nevertheless succeeded in repelling the Empire's assault, earning themselves some semblance of peace. This hard-won respite was brought to an abrupt end when Archduchess Cordelia di Randgrix revealed her Daresen heritage. The Daresen people had long been the target of harsh prejudice and persecution in Europa. Archduchess Cordelia's unexpected confession plunged Gallia into a maelstrom of chaos and confusion.

Meanwhile, the Federation had covertly gained a foothold within Gallia, and was quick to use the shock of Cordelia's announcement to fan the flames of unrest. The small nation of Gallia now had a full-fledged civil war on its hands.

Avan Hardins was a typical young man who adored and respected his older brother Leon. While living a relatively quiet and ordinary life in the southern Gallian town of Melvere, Avan received news of his brother's death: Leon had been a member of Gallia's militia forces, and the limited information Avan was offered indicated that Leon had died in the line of duty while executing a special mission at Lansenal Royal Military Academy.

Leon had always been as strong as he was kind, and his sudden death left Avan with more questions than anything else.

With hopes that tracing Leon's footsteps would lead to the truth about his death, Avan Hardins resolutely knocked on the gates of Lansenal Royal Military Academy.

January, 1937.



Intermission



Valkyria Chronicles 2 WORLD ARTWORKS

Gallia 1937



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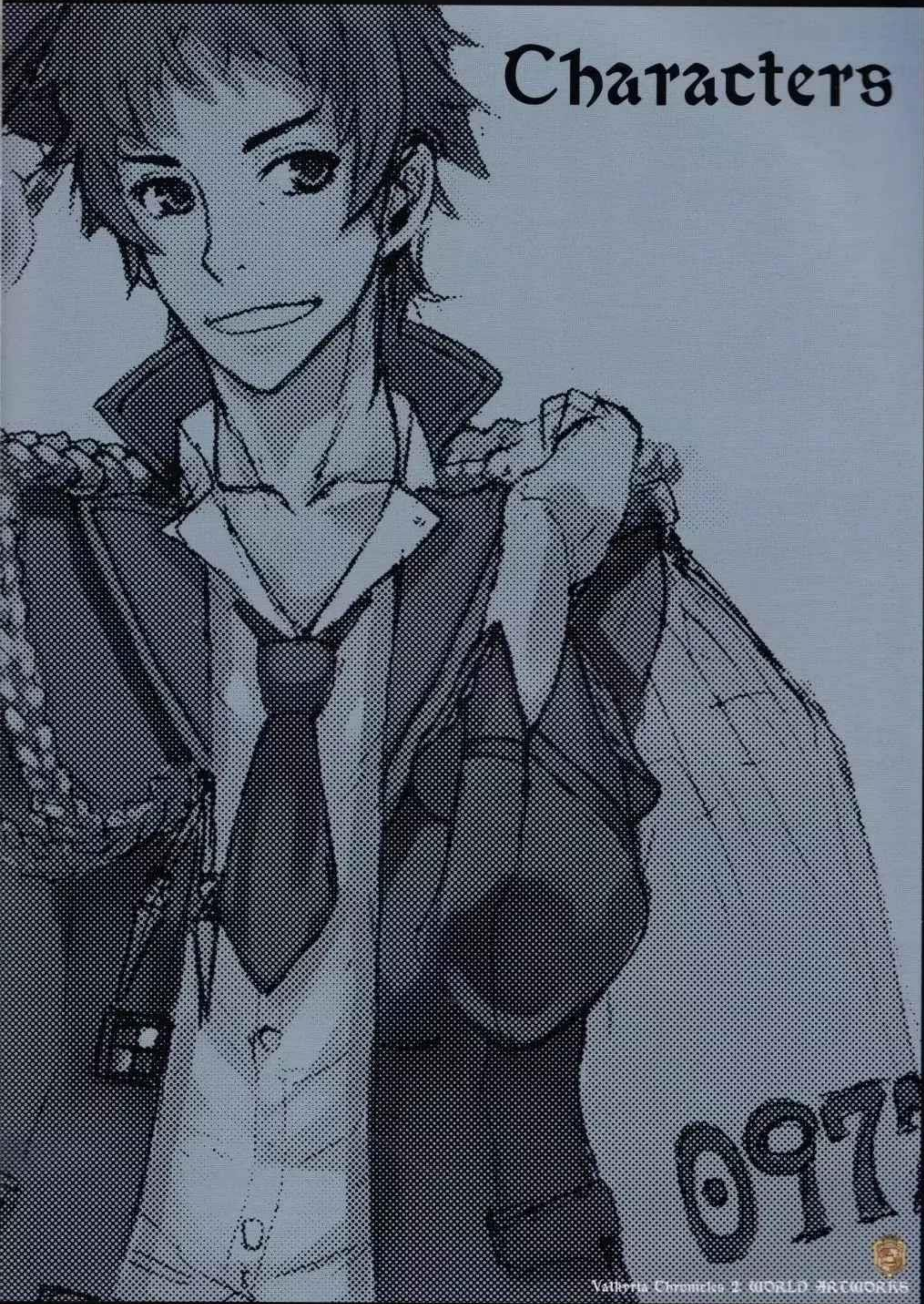
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Characters





Avan Hardins

アバン・ハーデンス

Character Voice

Hiroyuki Yoshino

◇ GENDER: Male ◇ AGE: 17 ◇ HEIGHT: 173cm ◇ RACE: Gallian ◇ UNIT CLASS: Any

Origin:	Small village of Mellvere in Southern Gallia
Academic & Military History:	High school dropout, enrolled at Lanseal Royal Military Academy
Role:	Officer Cadet (at the beginning of the game)
Combat Skills:	Battle Command, able to change into any class
Family:	Father (deceased), mother, brother (Leon)
Likes:	Physical activity, football
Dream:	To become a man Leon would be proud to call brother
Habits:	Writing notes, reading his notes, putting his arms behind his head, whistling

AVAN'S PERSONAL POTENTIALS

Hot-Blooded	When AP drops below half, Defense increases.
Unprecedented	When HP drops below half, vs. Personnel increases.
Charisma	When an ally is nearby, Accuracy increases.
Brother's Words	When an enemy is spotted, Accuracy and Attack increase.
Left the Nest	When an enemy is spotted, various attributes increase.

COMBAT QUOTES

- "Okay, let's go!" ● "Enemy spotted!" ● "Alright!" ● "Ugh, damn."
- "Hey, thanks!" ● "Enemy down!" ● "Medic, over here. Please, hurry!"
- "A crisis is a turning point, right bro?" ● "What's a little blood loss?"

ENERGETIC YOUNG MAN CHASING HIS BROTHER'S SHADOW

Avan's father died from an illness soon after Avan was born. Avan feels a deep respect for his mother, who raised him and his brother Leon alone. Leon soon became Avan's male role model, and with his two family members setting a good example, Avan grew up to be an honest young man.

When the Second European War brought the threat of the Empire to their doorstep, Leon's sense of duty and love for his hometown urged him to found a small patrol force. Leon soon became a reliable commander despite his young age, and Avan was quick to assist his brother in any way he could.

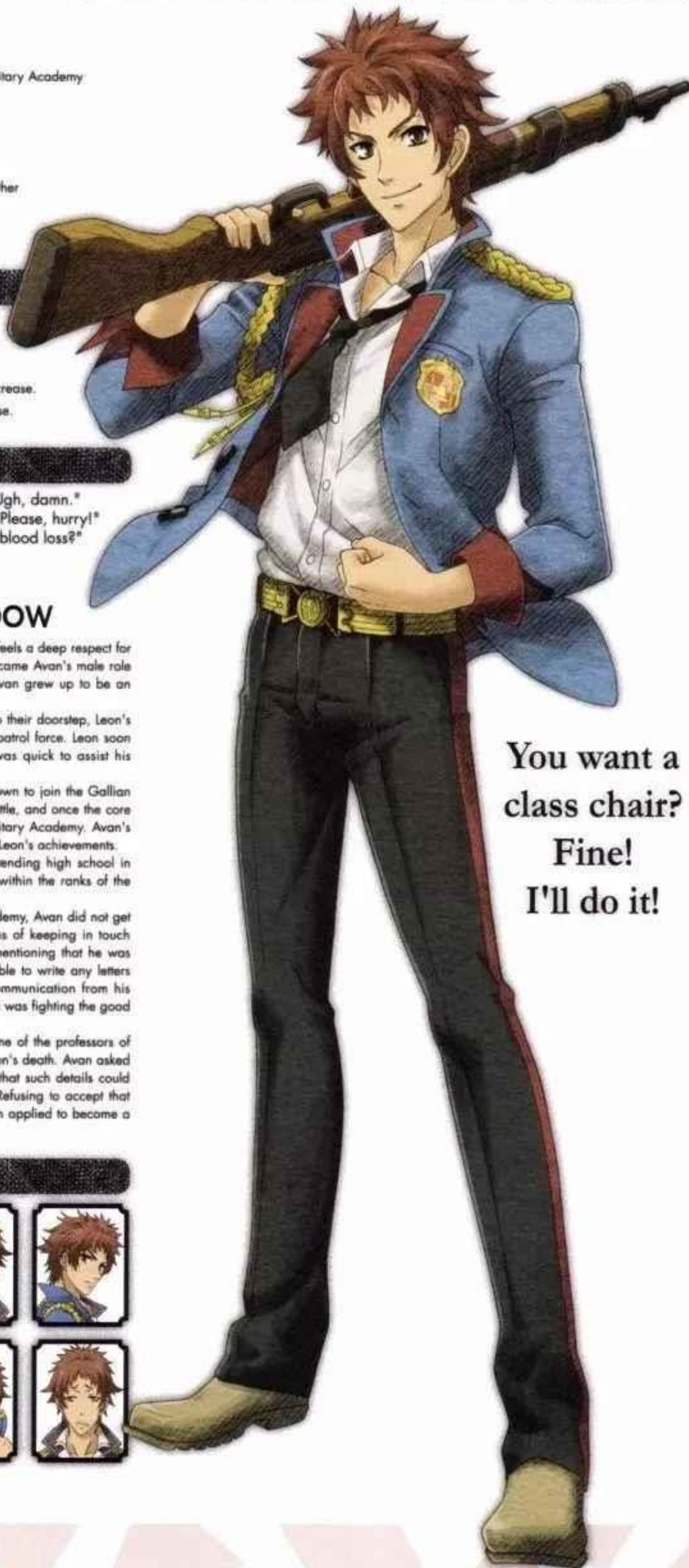
Once Gallia became fully involved in the war, Leon left his hometown to join the Gallian militia. Leon earned the respect of his peers through his prowess in battle, and once the core of the fighting was over, he was invited to enroll in Lanseal Royal Military Academy. Avan's respect for and admiration of his brother only grew as he kept track of Leon's achievements.

Hoping to earn his own independence, Avan got a job while attending high school in Mellvere. Avan's natural enthusiasm soon made him a central figure within the ranks of the local patrol force.

Since Leon was staying in the dorms of Lanseal Royal Military Academy, Avan did not get to see his brother as often as he would have liked. After five months of keeping in touch through a constant flow of letters, Avan received a letter from Leon mentioning that he was about to be involved in a special mission, and that he would be unable to write any letters during the course of the mission. Despite the lack of any further communication from his brother, Avan worked hard at his job and at school, believing that Leon was fighting the good fight somewhere in Gallia.

One day, a man named Brixham introduced himself to Avan as one of the professors of Lanseal Royal Military Academy. Brixham brought with him news of Leon's death. Avan asked Brixham for more details regarding his brother's death, but was told that such details could not be revealed to people who are unassociated with the academy. Refusing to accept that Leon was truly dead, and hoping to discover the truth for himself, Avan applied to become a student at Lanseal Royal Military Academy.

FACIAL EXPRESSIONS

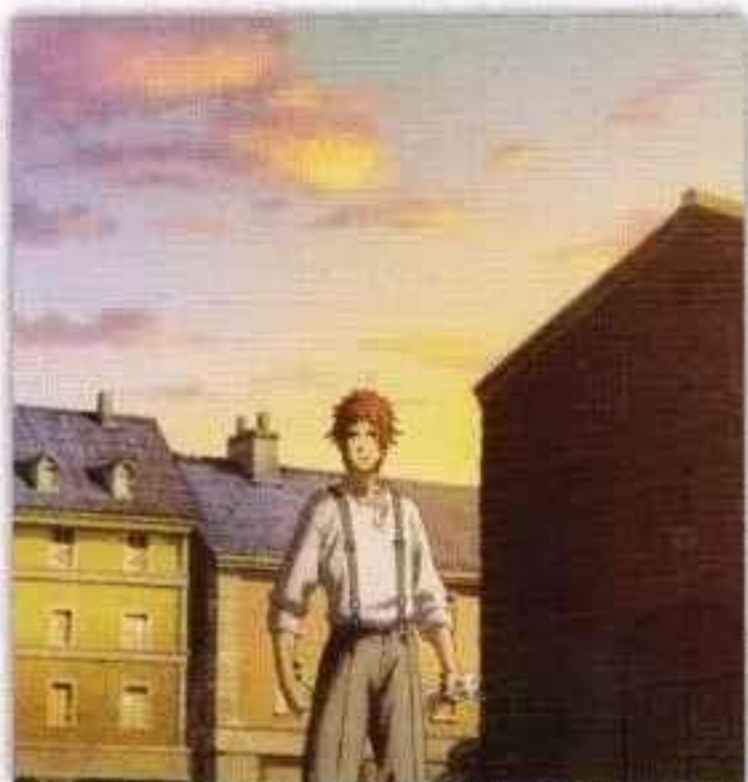


You want a
class chair?
Fine!
I'll do it!

● AVAN IN EVENTS

PASSIONATE YOUNG MAN WHO BREAKS THE MOLD

Avan is a very straightforward young man who isn't afraid to take action. He enjoys making friends, and his willingness to interact with others is never hindered by things like social status, rank, or race. Avan isn't particularly worldly, which in turn allows him to view each new situation through a fresh set of eyes, without being jaded by common prejudices. With a tendency to act before he thinks, Avan was quick to apply to Lanseal based solely on his desire to learn more about the details surrounding his brother's reported death. Though he is not very good with awkward social situations requiring sensitivity or thoughtfulness, Avan is willing to put everything on the line for someone who has earned his trust.



FACING OFF WITH JULIANA!

There is little Avan hates more than to see his friends belittled. As a result, Avan is constantly butting heads with Juliana and her arrogant behavior. This willingness to take on such a formidable adversary should not be mistaken for confidence on Avan's part, however, as it is rather a case of his being so simplistic that he doesn't stop to think, "Does someone like me even stand a chance against an elite member of Class A?" It could be said that Avan's many unexpected actions are rooted in his raw, animalistic instincts.

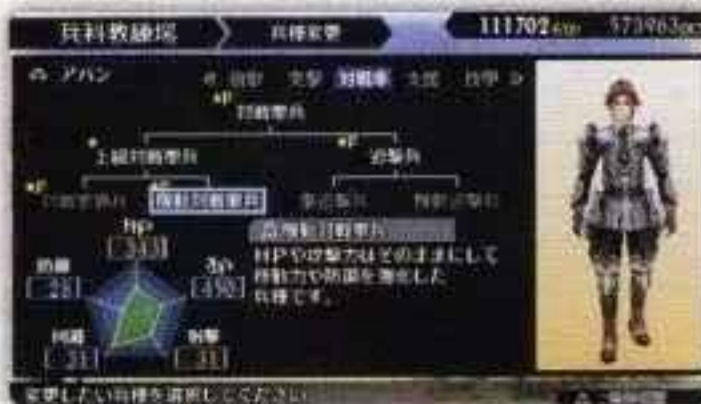
BECOMING CLASS CHAIR



As a result of Juliana's provocation (and Cosette's somewhat confusing reaction), Avan ended up with the responsibilities of being a class chair. Despite the fact that he didn't even want the position to begin with, Avan is man enough not to go back on his word.

AVAN'S FLEXIBILITY

Avan is the only character in the game who is capable of switching between all soldier classes. The secret to his flexibility no doubt lies in his superhuman athleticism. Avan grew up surrounded by fields and mountains, so being physically active was a normal part of his childhood. This early boost in athleticism, coupled with his years of playing football in elementary school and his training as part of the town guard, seems to have contributed to a unique physical composition capable of meeting the basic demands of all soldier classes.





AVAN'S APPEAL

Avan is one of those people who can befriend just about anyone. Even when someone clearly rebuffs his attempts at socialization, Avan doesn't let it bother him one bit. Some would even say he is actually oblivious to the possibility that some people might find him too forward. Judging from Avan's accomplishments, however, this invincible optimism seems to be a positive trait rather than a character flaw.

Though Avan does not excel at much beyond physical activity, he does possess an uncanny charisma that makes him seem more reliable than he actually is. By following Avan's lead as he stubbornly presses forward, his classmates soon discover their own inner potential and unconsciously band together, with Avan at their center.

BEFRIENDING EVERYONE



Many of Avan's classmates have issues or personalities that others might find offensive or difficult. Avan is not bothered by any of that, however, and treats everyone equally. This tendency to accept others as they are eventually encourages all of Avan's classmates to open up to him as a friend.

CLASS G RALLIES AROUND AVAN

Avan just keeps pressing forward, no matter what. Though this stubborn approach to life may seem somewhat reckless at times, Avan's insistence that they can make it through anything if each person does whatever they can moved his classmates to action, and produced Class G's unique combat style.



THE LAEVATEIN CUP

The Laevatein Cup is a Lanesal tradition rooted in the jousts of medieval times. The classes of the academy are pitted against each other in a tournament that lasts half the school year. The tournament is so intense that it is not unusual for a few students to lose their lives each year.

THE FINAL ORDER



The students of Class G grew quite close over the course of the year. They eventually celebrate their graduation day, but Avan makes it clear that this day will not be their last together. For his final order as the official leader of Class G, Avan lets everyone know that they will be friends forever, regardless of where life may take them.



PART OF THE TOWN GUARD

While living in Melvere, Avan was a member of the town guard. When Brixham visits Avan to deliver the news of Leon's death, we get to see Avan and the town guard repel a Rebel assault. If you look closely, you'll also notice that Pete is present as a member of the town guard.

AUTHORITY TO ISSUE ORDERS

Being the class chair makes Avan the commander of Squad G, and grants him the authority to issue orders to his classmates on the field of battle. Whenever the squad's morale is high enough to execute an order, Avan can issue an order he has learned from his teacher, Welkin, or Alicia. The orders taught by Welkin focus on healing and recovery, so it is likely that Welkin is imparting some of his vast knowledge of herbs to Avan. On the other hand, the orders that Avan can learn from Alicia tend to focus on scouting abilities.



RECKLESS ACTIONS

Avan's actions are guided entirely by his emotions. Whether out of a sense of right and wrong, or for the sake of a dear friend, Avan will often act without thinking. Since his intentions are so pure, Avan's actions are rarely met with anger or hatred, but the people around him do tend to get drawn into his crazy schemes against their will. For better or worse, Avan's unique approach to life is what eventually pushes others to take action.



ANYTHING FOR A FRIEND

When a past trauma threatened to plunge Cosette into a state of panic at the worst possible moment, Avan went so far as to shoot himself in order to force Cosette to focus on tending to his injury. Though very few people would be willing to do the same, Avan's plan worked and Cosette calmed down enough to perform her duties.



ZERI'S THOUGHTS ON AVAN

"He's an idiot. His logic is questionable at best. Still... whatever he happens to be working toward at the time always seems to be the right thing. His goals are like shining beacons, making it impossible to resist joining him on his journey."



Zeri has a tendency to point out others' flaws, and Avan was no exception. From the first moment they met, Zeri did not hesitate to comment on Avan's shortcomings. Zeri is not unreasonable, however, and is willing to recognize Avan's merits as well.



CONFLICTING OPINIONS

When Zeri makes it clear that becoming a war hero is more important to him than helping a friend in need, Avan strikes him. Avan was angered by Zeri's attitude because Leon had always said, "the pain of my friend is my own," and Zeri clearly did not understand that sentiment.

CLASS G'S BOND SAVES AVAN AND ZERI

When the battleship Dandarius was destroyed, Avan fell below deck. Zeri climbed down a rope to Avan's rescue while the rest of Class G held the rope securely above. When a large explosion caused the Dandarius to start sinking, the members of Class G pulled Zeri and Avan up to safety. This one moment spoke volumes about the change Class G had undergone, from a band of misfits lacking spirit to a team that could work together without a second thought.



Cosette was almost dragged over the railing when she grabbed Zeri and Avan, but Alias and the rest of Class G were there with helping hands.





THE BEST OF FRIENDS

Avan, Zeri, and Cosette took the academy's entrance exam at the same time, and all three were assigned to Class G. Though their personalities were as different as could be, the fact that they each seemed to possess something the other two lacked allowed them to fit together perfectly. Although Avan is quick to befriend everyone, it is clear that his bond with Zeri and Cosette is something special.



ALWAYS TOGETHER

They were seated close to each other during the written exam, placed on the same team for the field exam, and assigned to Class G together. This ragtag trio was brought together by fate and coincidence, but they would eventually stay together out of friendship.

UNSPOKEN TRUST

Avan would set a crazy goal and start running headlong toward it, while Zeri would temper Avan's zeal with logic and sound tactical thinking. Before either of them realized it, this little routine became the foundation for their strong bond of trust.



AVAN AND COSETTE

When Avan was injured and later placed in isolation, Cosette soon missed his daily presence. Realizing that they had been together since their first day in the academy, Cosette acknowledged that Avan had become a big part of her life.

BELOVED BROTHER AND ROLE MODEL

Ever since he was a little boy, Avan looked up to his brother Leon. Leon was everything Avan wanted to be.

When Avan found out the truth about the "secret mission" Leon was assigned to, he set out to save his brother. Despite his best efforts, however, there was nothing Avan could do to reverse what had been done to Leon. In his final moments, Leon begged Avan to forget that he ever had a brother, and to go on with his life. Avan had always lived his life according to the words of wisdom Leon had spoken to him, and in this moment, Avan offered some of those very words to his dying brother. "Don't run from the past. Don't sacrifice tomorrow. Live the day!" By overcoming the odds to reach his brother, Avan had become the man he had always wanted to be.

THE LEON FILES

THE LEON FILES



Aware that he has a terrible memory, Avan always kept a notebook with him that he had dubbed "The Leon Files". Avan had recorded all of his brother's words of wisdom within the pages of this worn little notebook. For many years, this notebook and a photo of Leon had been Avan's constant companions.

LEON QUOTES

LEON QUOTES

- "Your greatest adversary lies within. Wage war with the weakness in yourself."
- "Envision the self you wish to be, then take action to become him."
- "Man is king of his realm until he gets overwhelmed. Take it all in slowly."
- "The most violent waves lay bare a man's worth the fastest."
- "Stop thinking and act. The answers will come."
- "A full belly is a full heart."
- "The pain of my friend is my own."



TRACING HIS BROTHER'S FOOTSTEPS

Avan had applied to Lanseal for the sole purpose of discovering what had really happened to his brother Leon. By investigating the "special mission" that Leon had written about in his final letter, Avan discovers that Leon had opted for the path of "self-sacrifice".



LEON LIVES ON

Rejecting Leon's final request, Avan states that he will live on with the memory of his brother within his heart. Avan proceeds to gently comfort Aliase, reassuring her that she did the right thing in taking Leon's life and releasing him from his cursed existence.

**UNIFORM STYLE**

The standing collar and rolled up sleeves of his uniform are just part of Avan's fashion sense. These little details indicate that Avan is not one to conform. The illustration to the left is an early design, and the hat appears to be of the same design as General Damon's from the first game.

**✦ FACIAL EXPRESSIONS****✦ WINTER UNIFORM****AVAN'S DESIGN PERSISTED**

Sometimes, passionate characters like Avan can come off as annoying. We focused on giving him a youthful look and an "incomplete" sense of justice in an attempt to soften the player's opinion of him. We couldn't be too adventurous with the main character, and we weren't using any vivid hair colors for this game, so we aimed for something in between a red and a brown. The light and fluffy feel of his bangs helps to give him a more youthful appearance. We didn't have too much trouble with Avan as far as his design was concerned. The feedback from the staff was really great right from the rough drafts, so he was pretty much a one-shot approval. (Honjou)



❖ WINTER UNIFORM (FORMAL)

This is the outfit Avan wears to the graduation ceremony and when meeting with important officials like the Archduchess. It's nothing particularly special, but rather just the winter uniform worn properly, with the addition of a hat.



❖ SUMMER UNIFORM

Avan's distinct style of a raised collar and loose necktie remain the same for his summer uniform. Though the design of the pants is the same as that of the winter uniform, the summer uniform most likely utilizes a thinner material.



❖ EARLY SWIMWEAR DESIGNS



❖ SWIMWEAR

Since Avan is seen without his goggles in some scenes, it is clear that he is not afraid of opening his eyes underwater. From the early swimwear designs above, we can see that they considered giving Avan the same style of swimwear as Welkin.



❖ BATTLE DRESS UNIFORM

Even when going into battle, Avan insists on flipping his collar up and rolling his sleeves back. Although Avan is able to switch to any soldier class, this is the default design.



❖ AVAN'S NOTEBOOK

If Avan wants to remember something, he will write it down in this notebook. The notebook can also hold a pen for convenience.



❖ CASUAL CLOTHES



ALTERNATE AVAN CONCEPT

Avan's character design was approved at a very early stage, but that didn't mean Honjou hadn't prepared several different possibilities. The sketch to the right is one such early concept drawing for Avan. Though we have separated the final Avan designs from these early alternatives, Honjou's concept art often had multiple variations of a character on one page. The Avan above, with a slightly different hairstyle, is another variation.





DIALOGUE EVENT VISUALS

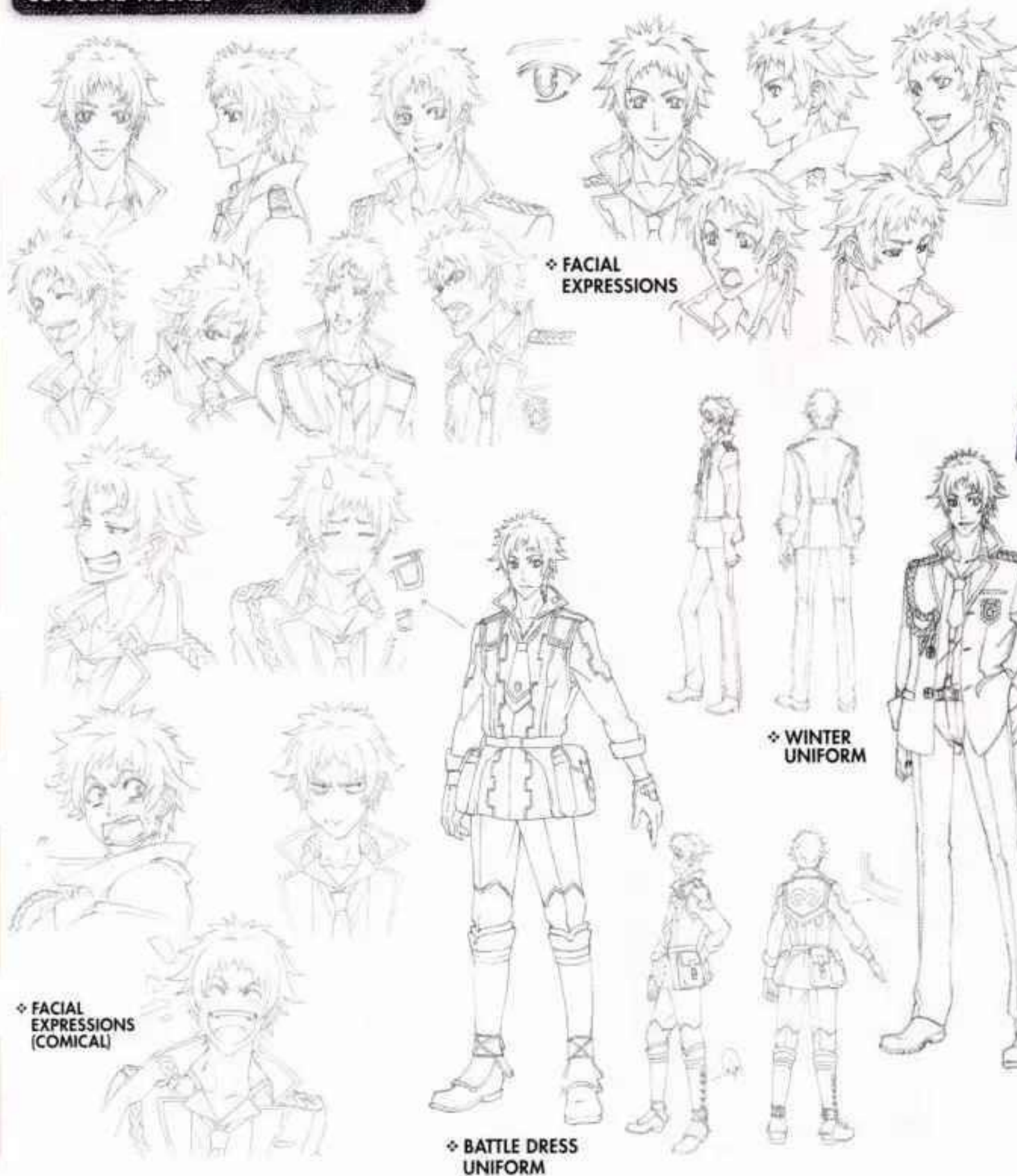
CONVEYING EMOTIONS THROUGH POSES AS WELL AS FACIAL EXPRESSIONS

These are some of the character visuals that are used during dialogue events. This game offers several pose variations in addition to facial expressions. Avan, with his highly energetic

personality, has some especially exaggerated poses. The addition of poses allowed for more lively dialogue events that could rival the excitement of cinematic cutscenes.



CUTSCENE VISUALS



The visuals used in the game were based on these concept drawings. The comical facial expressions were based on designs prepared by Honjou but were not used in the final game, which makes them that much more interesting to see here.

Jarde

ヤーデ

CHARACTER VOICE

Shiori Mikami

AVAN'S PARTNER IN CRIME

An injured Jarde was saved by Avan and Leon, and has since become a dependable partner as well as a lovable pet. Jarde is a Gallian swift, a rare type of bird that is highly valued as messenger birds due to their natural homing instincts. The bond between Jarde and Avan is so strong that Jarde is able to find Avan just about anywhere.

Jarde had been acting depressed ever since Avan enrolled at Lanseal, which concerned Avan's mother to no end. Avan's mother eventually sent Jarde to deliver a heartwarming message to Avan, hoping that the reunion would lift the loyal bird's spirits. After "joining" Class G, Jarde proved useful by acting as the squad's messenger.

THE STAR OF SIDE EVENTS

We wanted Jarde to secure the "mascot" role for this game, but we knew too many appearances early on might lessen the impact of Jarde's important mission in the endgame. That is why most of Jarde's early appearances are in the form of comical side events involving the members of Class G. (Sega - Ozawa)



INSTANT POPULARITY

Jarde's first appearance was rather sudden and most unexpected, but the students of Class G quickly took to the adorable bird. Raymond and the other students tend to Jarde's needs during the day, and it is assumed that Jarde sleeps in a birdcage in Avan's room during the night.

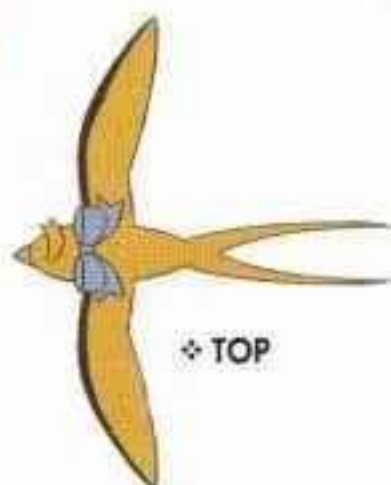


JARDE'S SPECIAL MISSION

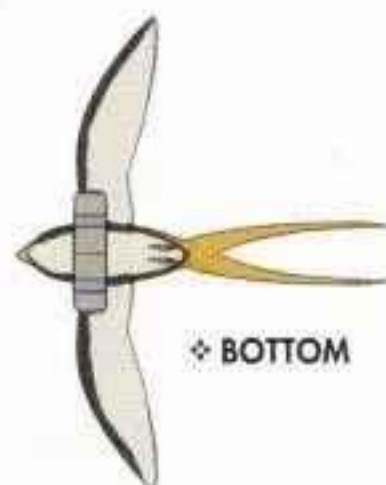
Though Avan and his friends discovered that Baldren was attempting to flee to the Federation via ship, the long-range radio relays were disabled, preventing them from calling the navy for backup. The situation seemed hopeless until Jarde volunteered for a special mission. With a hope and a prayer, Avan sent Jarde to Randgriz City with an urgent message for Cordelia.



◇ FULL BODY



◇ TOP



◇ BOTTOM



◇ SIZE COMPARISON

◇ JARDE'S MESSAGE TUBE



Jarde is a plump and rather comical looking bird, but early designs (bottom right) show a more realistic look.



◇ FACIAL EXPRESSIONS

◇ EARLY CONCEPT ART





Zeri

ゼリ ♠ GENDER: Male ♠ AGE: 17 ♠ HEIGHT: 182cm ♠ RACE: Darcsen ♠ UNIT CLASS: Shocktrooper

Origin: Randgriz
Academic & Military History: Dropped out of Randgriz High School, enrolled at Lanseal Royal Military Academy
Role: Officer Cadet
Combat Skills: Information analysis, precision marksmanship
Family: Father, mother
Collis Avan: Avan
Likes: Reading (especially the newspaper), chess, fencing
Dream: To become a hero and earn respect for the Darcsen race
Habits: Closing his eyes when deep in thought, placing his fingers on his forehead

ZERI'S PERSONAL POTENTIALS

Composed Accuracy increases when met with interception fire.
Darcsen Pride Accuracy, Anti-Armor Attack, and Defense all increase when fighting alongside another Darcsen.
Competitive Accuracy increases when there are more enemy units than ally units.
A Friendly Hand Accuracy increases when fighting alongside a compatible ally.

COMBAT QUOTES

● "If you want it done right!..." ● "I've got a long way to go, and no time to waste here!"
 ● "Follow my plan and we'll have no problems." ● "Hmph, let's make this quick."
 ● "Watch and learn." ● "Nothing to get wild about." ● "I don't lose."
 ● "I feel amazing." ● "Medic! We've got a man down. Hurry!"

INTELLIGENT YOUNG DARCSEN WHO EXCELS AT BOTH ACADEMIC AND MARTIAL TRAINING

Zeri was born to Darcsen parents living in the capital city of Randgriz. When the Empire invaded Gallia, Zeri was not victimized by the Darcsen hunting or the forced labor that was inflicted upon many Darcsens in Fouzen and the Gallian borderlands. Still, he suffered his fair share of prejudice and persecution just for being a Darcsen.

All of the hatred Zeri had to put up with while growing up left him with a strong desire to make the rest of the world respect Darcsens as equals. This desire was so strong that Zeri started to question the wisdom of what he perceived to be the passive stance of tolerance practiced by most Darcsens.

As he grew older, Zeri's desire to have Darcsens respected gradually turned into a desire to be respected as an individual. Knowing how difficult it would be to gain the respect he wanted, Zeri took to learning and improving his skills from a young age. Keeping up with the political and economic climate of the country became a daily ritual for Zeri. He also spent some time exploring the academic studies and leisurely activities favored by the nobles. Of all the different skills Zeri came to acquire, he felt that fencing and chess in particular had helped to hone his physical finesse, focus, and ability to make split-second decisions. Zeri continues to practice fencing and chess as hobbies. Having established himself as a bright young scholar and athlete, Zeri was accepted into one of the more famous high schools in Randgriz.

At the conclusion of Gallia's intense struggle against the Empire, it was revealed that the members of the royal Randgriz family were of Darcsen descent. With the support of her countrymen, Cordelia went on to accept the title of Archduchess, which shocked and encouraged Zeri in equal measure.

It was around this time that Zeri was scouted by Lanseal Royal Military Academy. Everyone knew Lanseal to be a gateway for the future military elite, and Zeri was not about to let this opportunity pass him by. By enrolling in this prestigious academy, Zeri hoped to gain the respect he had been striving for since childhood.

FACIAL EXPRESSIONS



CHARACTER VOICE

Hiroshi Kamiya



My intention
 was to
 communicate
 your
 incompetence.

● ZERI IN EVENTS

LONGING TO BE A HERO FOR HIS PEOPLE

The Darczens had long been the targets of unjust persecution. Even after Cordelia revealed the truth behind the conspiracy against Darczens, the prejudices that had been ingrained in the people for so many generations did not simply evaporate. The Darczen motto instructs Darczens not to retaliate against acts of hatred, but Zeri is convinced that it will take more than mere patience to rid the world of the prejudices plaguing his people. If only a Darczen could become an undeniable "hero," someone who people of every race would respect and admire, then Darczens would have a real chance of reclaiming their place as fellow human beings. Zeri has sworn an oath to himself that he will become that hero.



CALM, COOL, AND COLLECTED

Zeri is a very quick thinker, but would never speak kind words simply to appease someone. Even if he knows his words will upset someone, Zeri can't help but point out flaws he notices in a person or their actions.



LESSER-KNOWN SIDES OF ZERI

Despite the fact that Zeri is a Darczen, his sharp intelligence and handsome appearance have earned him a fan club on campus. What these starry-eyed Zeri fans don't know is that he has slightly less mature qualities to him as well. Zeri's competitive and, at times, childish sides can be seen in events such as the one where Avan steals Zeri's steak during lunch and is subsequently chased by an angry, fork-wielding Zeri. The usually calm Zeri has also been known to lose his cool when teased by Avan.



RISKY RESCUE

"I told you, I'm becoming a hero. I need to keep you alive to see that." With these words, Zeri reached his hand out to Avan. In response, Avan grabbed Zeri's hand, and the two were pulled to safety.



ZERI'S RETURN

When it comes to emotions, Zeri thinks it is "embarrassing" to express how one feels. Contrary to this belief, however, Zeri revealed a more passionate side of himself through his reckless actions at Anthold.



❖ FACIAL EXPRESSIONS

"I just wanted to draw a male character with glasses. (laughs) Since Zeri is an honor roll student type, I figured a pair of glasses would suit him perfectly." (Honjou)



❖ WINTER UNIFORM



PUTTING THE MILITARY FLAVOR IN THE LANSEAL UNIFORM

While we wanted the Lanseal uniform to have a strong military flavor to it, we also wanted it to be obvious that these young people are students. Instead of basing the design on an actual military academy uniform, we took the more common blazer and added embellishments to give it more of a militaristic appearance. We were careful not to add too many details to the uniform in order to maintain a simple look. (Honjou)



❖ SWIMWEAR

Since Zeri prizes efficiency above all else, he chose this minimal swimwear because "it offers the least amount of resistance in the water." Rumor has it the designers also considered an LZR RACER® suit for Zeri.

❖ SUMMER UNIFORM

In contrast to Avan's short sleeves, Zeri braves the heat of summer in long sleeves. The folded cuffs may be Zeri's stoic way of combating the heat.



❖ IN MEMORY OF JULIANA

The bracelet that Juliana gifted to Zeri in her last moments is comprised of bones, leather, and malachite, a stone said to offer protective blessings. Juliana made this bracelet herself.

ZERI'S FASHION

Every Darcen keeps a piece of Darcen cloth on their person at all times. In Zeri's case, we took his good fashion sense and aversion to flashy displays into consideration. Instead of flaunting his Darcen heritage in everybody's face, Zeri's Darcen cloth is more of an accent that enhances his attire.



❖ LAEVATEIN CUP MEDAL

As Zeri prepared to execute a dangerous mission, Avan broke this medal into two pieces and handed one half to Zeri. This was Avan's way of wishing Zeri a safe return.



❖ WINTER UNIFORM (FORMAL)

❖ AVAN AND ZERI IN THEIR SUMMER UNIFORMS



❖ ALTERNATIVE HAIRSTYLES

There doesn't seem to be a very big difference between most of these potential hairstyles and the final design. The fact that he took the time to consider such minor changes speaks volumes of Honjou's attention to detail.



✦ SHORTER HAIRSTYLE CONCEPTS

❖ EARLY SWIMWEAR CONCEPT

Though wearing a swimming cap may come off as a bit lame, it somehow seems to suit Zeri's personality well. If anyone were to wear a swimming cap, it would probably be Zeri, since he had Cosette make his swimwear custom to order so as to maximize its efficiency.



❖ DARCSEN CLOTH

A lot of care was taken to make sure Zeri's Darsen cloth showcased his personal sense of style. An alternative idea that was submitted was to have him place the folded cloth in his breast pocket like a handkerchief.

ZERI'S HAIR WAS KEY

As with Avan, it didn't take long for us to settle on Zeri's character design. The one detail that took up the most time was his hair. We kept shortening and lengthening it by 2-3 centimeters. In fact, some of the earlier designs had Zeri with really short hair (top right), and this look was very popular among the male staff members. We had almost locked down this hairstyle as the final design when our female staff members piped up to tell us that Zeri wouldn't be as popular as he could be with the ladies if we kept his hair that short. So in the end, Zeri was basically designed with the ladies in mind, and I am relieved to say that he is extremely popular among the female players. (Honjou)

DIALOGUE EVENT VISUALS

SURPRISINGLY EXPRESSIVE

Zeri's most memorable pose is undoubtedly the one where he has one hand held out front, as if to suppress any objections to what he is saying. Though the stoic pose is his trademark stance, Zeri has also been known to look a bit exasperated when in Avan's presence. Zeri even manages to stay calm around Aliasse, so it can be said that Avan is the only person with the special ability to draw out Zeri's emotions. When in his swimwear, Zeri looks even cooler than usual with his sunglasses... prescription sunglasses, of course.

❖ BATTLE DRESS UNIFORM



❖ SUMMER UNIFORM



❖ SWIMWEAR



❖ WINTER UNIFORM



CUTSCENE VISUALS



❖ FACIAL EXPRESSIONS



❖ WINTER UNIFORM

At 182cm, Zeri is well over the average height for the year 1937. Of all the students in Class G, only Raymond and Jamill are taller than Zeri. His tall, slender build is emphasized well in these concept drawings.

❖ BATTLE DRESS UNIFORM



❖ ZERI IN THE EPILOGUE

ZERI TURNS INTO AN ARMORED TECH!?



When caught without his glasses, Zeri's eyesight is so poor that he would mistake a stone statue for a living human being. On the battlefield, he is rendered completely useless as a marksman, and will quickly switch to an Armored Tech's wrench when disabled in this way. Though sharp eyesight is not as important when swinging a wrench around, one can't help but worry that Zeri wouldn't be able to tell if the person he's attacking is an enemy or ally. Also, we've noticed that he looks a bit scarier without his glasses... but that could just be because he's squinting.



Cosette Coalhearth

Character Voice

Eri Kitamura

コゼット・コールハース

◆ GENDER: Female ◆ AGE: 17 ◆ HEIGHT: 160cm ◆ RACE: Gallian ◆ UNIT CLASS: Engineer

Origin:	Yuell
Academic & Military History:	High school dropout, enrolled at Lanseal Royal Military Academy
Role:	Officer Cadet
Combat Skills:	First Aid, trauma care
Family:	Father (deceased), mother (deceased)
Calls Avan:	Avan
Likes:	Dogs, taking care of others, sewing
Dream:	To become a doctor
Habits:	Getting attached to people quickly, staring at things intently for no reason

COSETTE'S PERSONAL POTENTIALS

Positive	Defense increases when met with interception fire.
Maternal	Evasion increases when a compatible ally is nearby.
Father's Dream	Ragnaid range and power increase.
Klutz	Accuracy decreases.
Blood Trauma	Goes catatonic when met with interception fire.
Beautiful World	Immediately able to act again after completing an action.

COMBAT QUOTES

- "Here I go." ● "Sorry!" ● "I think I can... I think I can."
- "Are you watching, Daddy?" ● "Uh oh... I did it again..."
- "I... I can't shoot!" ● "I'm ready for anything!" ● "You're my hero!"

LOVABLE KLUTZ WITH A PAST TRAUMA

Cosette was born in the small town of Yuell, in central Gallia. Her father was a doctor who treated everyone equally, and was respected by patients and other doctors alike. As she watched her father work, Cosette became interested in the field of medicine.

Thoughtful and helpful, Cosette often took care of the domestic chores when her parents were busy. As a result, she is very good at things like doing laundry, cleaning, and sewing. Cosette has a particular talent for sewing, and one of her hobbies is to create little dolls out of leftover fabric.

When the war brought the Empire into Gallia, her parents diligently tended to all of the wounded, whether Gallian or Imperial. But when a young Cosette witnessed her parents die during an Imperial attack, she was traumatized by the sight of their spilled blood. She was so deeply affected by the incident that she lost all ability to discern color as a subconscious way of blocking out the redness of her parents' blood. Even with this disability, Cosette was more determined than ever to carry on her father's legacy by becoming a doctor herself. Unfortunately, medical school proved to be an expensive venture, one Cosette knew she would not be able to afford.

Just when all hope seemed lost, Cosette learned that tuition fees are waived for graduates of Lanseal Royal Military Academy, so she enrolled at Lanseal as a way of achieving her dream.

FACIAL EXPRESSIONS



What?
O-Oh my!
What AM
I doing?!



◎ COSETTE IN EVENTS

COSETTE'S UNCONSCIOUS ACTIONS ARE LIKE A FORCE OF NATURE

Cosette is known as a klutz by those around her, but her little mistakes are usually due to her efforts to hide the fact that she is colorblind. Still, everyone acknowledges the fact that Cosette is always cheerful and that she tries her best.

Sometimes, however, she tries a little too hard and causes huge changes unintentionally. As an example of one of Cosette's "oops" moments, it was her unconscious actions that got Avan the position of class chair. While Avan is busy leading the class, Cosette is always there to keep things interesting.



STANDING UP TO JULIANA

After hearing Juliana insult Zeri time and again, Cosette was moved to action and struck the bully without thinking. Cosette was quickly overcome with regret for her violent outburst, but this unexpected retaliation caused Juliana to reassess the way in which she treats others.



RECKLESS FRIENDS

It didn't take long for Avan and Zeri to secure very special places in Cosette's heart. Both of these young men can be stubborn in their own way, and their actions often worried Cosette to no end.

OVERCOMING HER FEAR OF BLOOD

Of all the members of Class G, Cosette was the one who discovered the bomb in the Daerlein mines. According to Zeri's knowledge of the bomb's model, Cosette simply had to cut the red wire to deactivate the bomb. A simple task, except that Cosette was colorblind and unable to tell the difference between the wires. As the timer on the bomb steadily continued its countdown, Cosette knew she would have to take action if she hoped to save the rest of Class G.



COSETTE'S TECHNICOLOR ROOM

Being colorblind meant Cosette could only see the world in shades of gray. As a result, most of the colors used in her room were mismatched at best. Even Avan wasn't sure what to say about Cosette's choice of colors. Although Cosette enjoys sewing, most of the items she creates don't come out looking right because of unusual color choices. Most of her classmates simply assume Cosette has unique tastes.



THE HEROINE!

For the play put on by Class G, Cosette got the coveted role of Alicia. She was very excited and put every effort into learning her role, but the script was written by Lotte, which introduced a whole new set of problems...



BEAUTIFUL WORLD FULL OF VIBRANT COLORS

The moment Cosette overcame the psychological block caused by her past trauma, her eyes were once again filled with the colors of the world. As she took a moment to enjoy the setting sun with those who had believed in and supported her through this ordeal, Cosette reaffirmed that the world was indeed a beautiful place.



❖ WINTER UNIFORM



❖ SUMMER UNIFORM



❖ WINTER UNIFORM (FORMAL)



❖ SWIMWEAR

"I wanted Cosette's swimwear to reflect her somewhat shy personality while still asserting the fact that she is the main heroine of this game. I think her facial expression here turned out looking a bit too artificial." (Honjou)

HEADBAND AND HAIRSTYLE

Apparently, Ozawa was the one who insisted on a headband for Cosette. While exploring different options for Cosette's headband, a tulip was considered for the floral accent. They settled on the color pink for the headband because it is a girly heroine color.



❖ HAIRSTYLE AND HEADBAND, FINAL VERSION



❖ POTENTIAL FLORAL ACCENTS



❖ POTENTIAL BLUE HEADBAND



❖ ALTERING HER FIGURE

The comment in the bottom right corner elaborates on Cosette's changing form, and these drawings illustrate the changes perfectly.



❖ POTENTIAL SWIMWEAR DESIGNS

Though the color remained the same throughout, they explored various designs like a two piece set, or one with frills. Of all the characters in the game, Cosette has the greatest number of potential variations.



SHE STARTED OUT WITH LARGE BREASTS!?

Since Cosette was to be the heroine of the game, she was initially given more of a "sex appeal" character role. As such, she was originally designed with an ample bosom. When Juliana joined the mix, however, that role was transferred, and Cosette was slimmed down accordingly.

**EARLY COSETTE DESIGN WITH NURSE'S HAT**

Since Cosette is training to become a doctor, some of her early character designs include headgear often associated with the medical field. The flower on her nurse's hat was later used for her headband.



❖ NURSE'S HAT VARIATIONS

**❖ BOW IDEA**

Bows are a fairly common design feature, as can be seen from the fact that they tried putting a bow on Alias as well (see page 48). On an unrelated note, Cosette's eyes are slightly angled downward to suit her personality.

❖ THE STETHOSCOPE IS HER TRADEMARK?

Cosette's early designs often had her wearing a stethoscope around her neck, as yet another symbol that she was training to become a doctor. There were also some design notes suggesting that this stethoscope used to belong to her father.

SIMPLIFYING HER DESIGN BY REMOVING THE HAT

We went through a long experimental phase for Cosette's design. We tried adding multiple locks of stray hair, a nurse's hat to represent her role as a medic, etc. But adding too many character "hints" doesn't always make the overall design better. In the end, we simplified her design and stuck to one major decorative element.



❖ VISUAL CONCEPT WITH NURSE'S HAT

❖ THICK EYEBROWS

"It doesn't seem like many people noticed, but one of Cosette's key features is her thick set of eyebrows, just like Isara had in the first game." (Honjou)

**COSETTE IS NOT A MORNING PERSON!**

Cosette is like an angel who silently glides down onto the chaotic battlefield... unless she just woke up. When half asleep, Cosette can wield an anti-tank lance better than any trained soldier, attacking with deadly accuracy, and leaving only a trail of metal scraps in her wake. Judging from the way her hair looks when she first wakes up, it seems Cosette has her own war to fight every morning before she even gets to the classroom.

DIALOGUE EVENT VISUALS

PAYING ATTENTION TO COSETTE'S BUST LINE?

No doubt many male players noticed a difference in Cosette's silhouette when she was dressed in lighter clothes, namely her summer uniform and swimwear. Cosette's proportions tend to slim down in heavier clothes, so her generous bust line is more prominent when she is wearing less... but aside from such boys' fantasies, Cosette's facial expressions were no doubt her most appealing attributes. From her genuinely surprised look to her soothing smile, even her klutzy actions were all very endearing. As with Zeri, Cosette wears her uniforms according to school guidelines. She even wears her cardigan under her blazer for her winter uniform.



◇ SUMMER UNIFORM

◇ BATTLE DRESS UNIFORM

◇ SWIMWEAR



◇ WINTER UNIFORM

CUTSCENE VISUALS



◇ FACIAL EXPRESSIONS



◇ WINTER UNIFORM



◇ BATTLE DRESS UNIFORM



◇ FACIAL EXPRESSIONS (COMICAL)



◇ UNUSED DESIGN

This sketch appears to be based on Cosette's earlier character design, as she still has her rather glamorous figure, and the floral accent is missing from her headband.



Alias

エイリアス

◆ GENDER: Female ◆ AGE: 13 ◆ HEIGHT: 150cm
 ◆ RACE: Valkyria ◆ UNIT CLASS: Valkyria / Scout

Origin: A town near the Imperial border
Academic & Military History: None
Role: Test subject (later joins Class G)
Combat Skills: Valkyrian powers
Family: Unknown
Calls Avan: Avan
Likes: Being with her mother (Foerster), sleeping
Dream: To live with her mother (Foerster) forever
Habits: Puffing her cheeks out, pouting, jumping around

ALIASSE'S PERSONAL POTENTIALS

Mysterious Body HP is fully restored after turn ends.
Valkyria All abilities are considerably improved whenever HP drops below half.
Solitude Defense decreases when no allies are nearby.
Fellowship Attack increases when three or more allies are nearby.

COMBAT QUOTES

● "Okay. Got it!" ● "It's just a scratch."
 ● "I'll keep everybody safe! Okay?" ● "Awww... where'd you all go?"
 ● "This power is for protecting them." ● "You can't stop me!"
 ● "Full steam ahead!" ● "Medical person! Over here! Quick!"
 ● "Why me?" ● "It... it hurts... I hate this! I'm going home."

SUDDEN APPEARANCE OF A MYSTERIOUS VALKYRIA

Alias was born in the northwestern region of Imperial territory, near the border between the territories of the Empire and the Federation. The Empire soon recognized the silver hair and red eyes marking a Valkyria, and took Alias from her parents in order to place her in their Valkyria Research Facility. It was there that Alias first met Foerster.

For Alias, who spent most of her life cut off from the rest of the world, Foerster was everything. Starving for the love of a mother, Alias began calling Foerster "Mama", and did whatever she could to gain Foerster's favor.

When Maximilian lost his life during the Gallian Campaign, Foerster was left without support for her experiments, and had to flee the Empire. After spending months on the run with Alias, Foerster received an invitation from Kluivert to continue her research on Lanseal's campus. Alias was more than happy to resume enduring the harsh experiments for Foerster's Artificial Valkyria research, because Alias considered the experiments to be an expression of Foerster's love.

FACIAL EXPRESSIONS



CHARACTER VOICE

Haruka Tomatsu



I'll keep you safe.
 Avan, Cosette, everyone...

• ALIASSE IN EVENTS

VALKYRIA GIRL WHO REVELS IN DESTRUCTION

Despite the havoc Aliasse can cause on the battlefield, she doesn't seem to have any evil intentions, per se. She simply unleashes her powers on her assigned targets because she has learned that Foerster tends to be in a good mood whenever one of her little "experiments" goes well. Aliasse unconsciously figured out the fact that Foerster only values her for her Valkyria qualities, and if wielding her mystical powers is all it takes to make Foerster happy, Aliasse is more than willing to oblige.

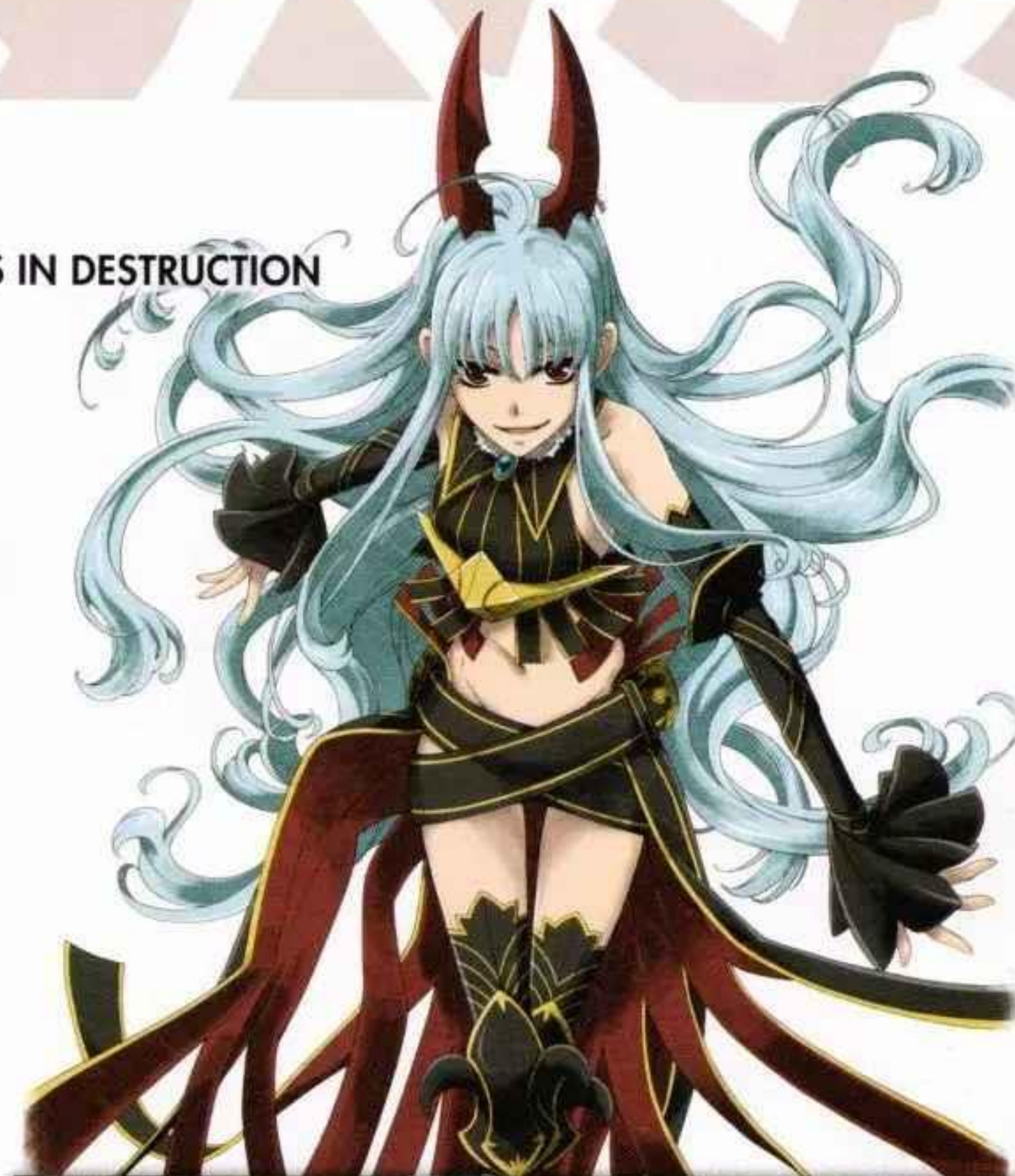


AZURE WAR MAIDEN

Aliasse made a sudden appearance in the battle between Class G and the Rebel forces. After easily dispatching a few V2 that were overpowering Avan's group, Aliasse proceeded to prove herself more than equal to Dirk's might.

UNUSUAL FAMILY TIES

Aliasse respects and adores Foerster as a mother, but Foerster has never offered her test subject much in the way of affection. It is possible that Aliasse's attachment to Foerster is simply a result of the fact that the lone Valkyria never had anyone else to care for, as she had been taught that all humans other than Foerster existed only to be killed.



IGNORANT OF THE VALUE OF LIFE

Having lived most of her life inside a laboratory, cut off from the rest of the world, Aliasse lacks what most people would consider common sense. She didn't even know the words "thank you" until she met Avan and the others. As can be seen from her cruel treatment of Jarde when she discovers the strange bird for the first time, Aliasse was never taught the value of life, and the notion of fighting to save a life was something she had never considered, even when the life was her own. Aliasse also seems uncomfortable thinking for herself and making her own decisions, as she had always done what Foerster told her to and nothing more.





FINDING JOY IN THE LITTLE THINGS

Aliasse was never allowed to attend a normal school, and Foerster refused to teach the Valkyria anything that didn't directly relate to her experiments. Despite this unusual upbringing, Aliasse has a very honest personality, and will quickly express curiosity regarding anything that is unfamiliar to her. After meeting Avan and his friends, Aliasse was introduced to many new and exciting things.

NICE SHOT!

Both a "ball" and the concept of "playing with others" were alien concepts to Aliasse, but she soon took a liking to the sensation of kicking a ball. It didn't take long for Cosette and the others to realize that the education Foerster had been offering Aliasse was far from well-rounded.



PLANTING SEEDS

For Aliasse, "war" had always meant "killing people" and nothing more. By planting seeds with Aliasse, Cosette hoped to teach the young Valkyria that life is a beautiful thing, worth caring for and nurturing.



FIRST EVERYTHING!

One of the many "first times" Avan and his friends had offered to Aliasse was swimming at the pool. Having spent her whole life fighting and undergoing experiments, Aliasse hoped to experience many more of these "first times".



UNSTABLE BODY

From a very young age, Aliasse had been taught how to control her Valkyrian powers. The addition of new powers through Foerster's experiments, however, was causing Aliasse's little body to become unstable.



CRUSHED FLOWERS

Proud that she had learned something new, Aliasse showed her little flower garden to Foerster. Insisting that such skills and feelings were not necessary for a test subject to perform their duty, Foerster crushed Aliasse's garden underfoot. Dejected, Aliasse obediently returned to her room.



LION'S PAW

Aliasse diligently watered the Lion's Paw seeds she and Cosette had planted together. Eventually, her efforts were rewarded with beautiful blossoms. This was Aliasse's first lesson in learning the joys of nurturing something rather than destroying it.

LEAVING FOERSTER AND JOINING CLASS G

With her research data stolen by the Rebels, and Kluivert dead by his own hands, Foerster had lost all reason to remain at Lanseal. She attempted to leave with Aliasse in tow, but Aliasse chose to remain with Avan and the others. Since the academy was left barely functioning after the Rebel attack, no one bothered making an administrative fuss, and Aliasse was officially welcomed into Class G. Though Aliasse had lost her "mother" as a result of her decision, she had gained a new family in Class G.



MY FIRST REBELLION

When Aliasse stated her desire to remain with Avan and Cosette, Foerster emotionlessly cut her off, stating that she had no use for a disobedient test subject. Aliasse's first act of rebellion resulted in the loss of the "mother" she loved so dearly.



UNIQUE FASHION SENSE

Considering the restricted education Aliasse had received growing up, her every thought and action after leaving Foerster was an expression of freedom itself. She ripped the sleeves off of the Lanseal uniform and pulled the shirt up above her belly button to give herself the same range of movement she got from her Valkyrian outfit. Some might consider this a refreshing take on the school uniform.



ALICIA AND ALIASSE

When Alicia found out that Aliasse is a Valkyria, she took a moment to speak to Aliasse about the importance of using her powers for purposes of protection rather than destruction. It is Alicia's deepest wish that the mighty power of the Valkyries never again be the cause of tragedy.

POWER, REVISITED

Ever since Aliasse joined Class G, she had avoided using her Valkyrian powers. But in the face of the overwhelming danger presented by Dirk Gassenarl, Aliasse chose to unleash her powers as a way of protecting the people she held most dear, just as Alicia had said.



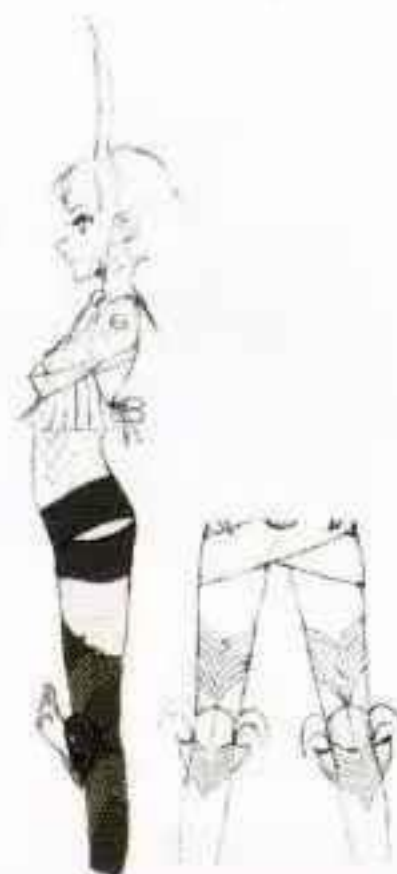
COSETTE'S THOUGHTS ON ALIASSE

"Ali may be a Valkyria, but she's just a normal girl. She's genuine and cute, and she really seems to enjoy tending to flowers. I'm so delighted to have a new little sister like her!"





✦ WAIST

**BUNNY GIRL IMAGE**

The initial draft Honjou did up (see page 48) immediately solidified the image for the Valkyria in "VC2" for us. The early design, which had a "mini demon" feel to it, had lots of long tails coming off the back of the outfit, almost like long rose petals (see above). (Ozawa)

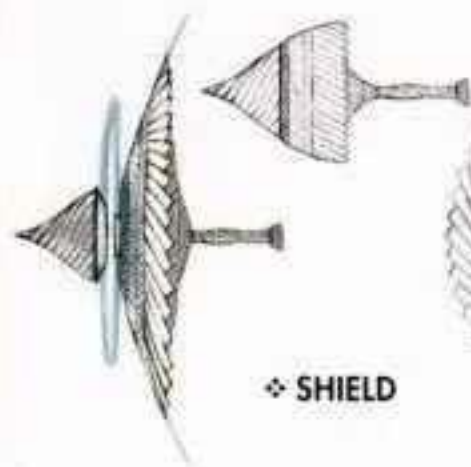
Since the main Valkyria in the first game was Selvaria, a very adult woman, I really wanted to go with a little girl Valkyria in "VC2". I didn't have too much trouble coming up with the design. I just focused on making her as cute, cool, and awesome as possible. (Honjou)

✦ VALKYRIA MODE

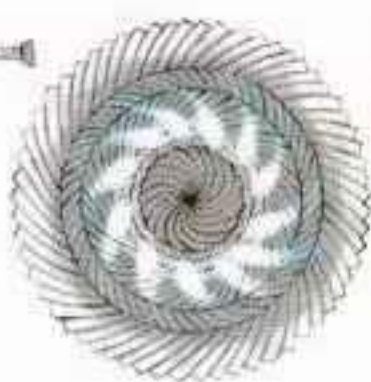
Black and red have always been the theme colors for the Empire, and since Alias is from the Empire just as Selvaria was, there was no question about which colors to use for her design.

✦ BLACK ROBES

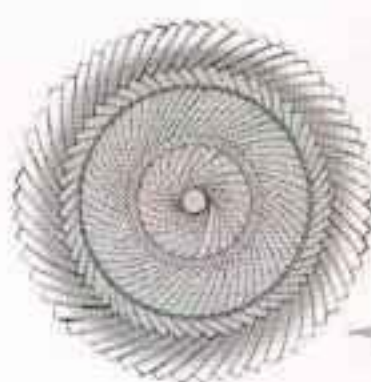
The "ears" on the robe are there to emphasize the horns on Alias's head when she is in Valkyria mode, and having the "ears" floppy like a bunny's helped to convey the weight of the material the robe is made of.



✦ SHIELD



✦ CORNICE



✦ DISENGAGED

✦ PATTERN DETAIL

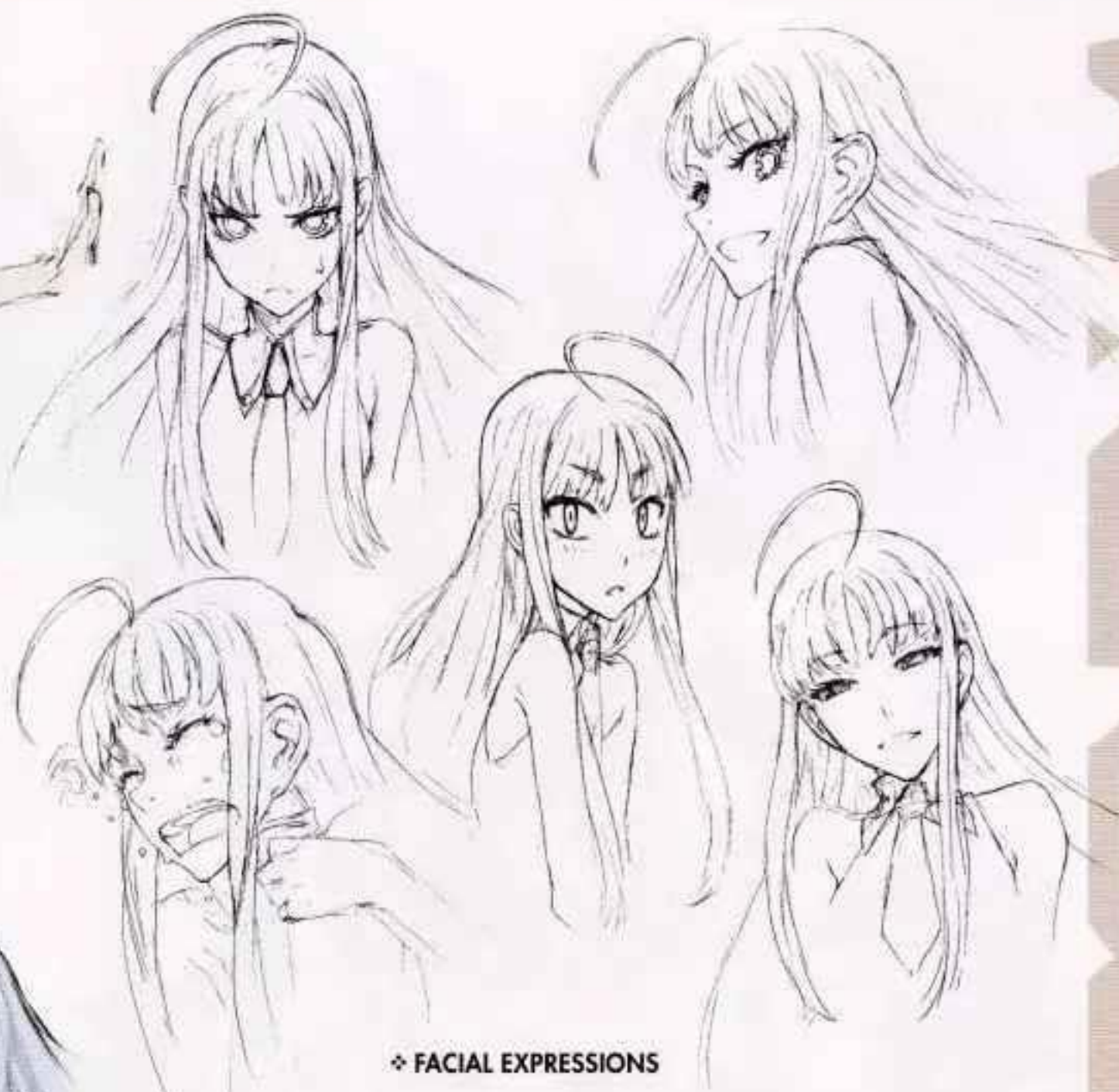


✦ LANCE





❖ SUMMER
 UNIFORM



❖ FACIAL EXPRESSIONS



❖ ALTERNATE
 SWIMWEAR COLOR



❖ SWIMWEAR

The halter neck top with no sleeves and an open back is designed to mimic the look of her Valkyrian outfit.



✦ UNIFORM DESIGN IDEAS

The black coloration of the Valkyrian outfit has been heavily incorporated into these designs, particularly in the black tights she wears even with her summer uniform.



✦ TAIL DESIGN IDEAS

"I designed her tail to go along with the bunny ears on her head. I wanted her silhouette to look interesting when viewed from the side, but the tail was omitted in the end because it would make it too difficult for her to sit or lie down." (Honjou)

THE PROPOSED SM DUO

At first, I had planned to create a pair of contrasting Valkyrs. One would be a tiny squirt who, despite being very pretty, was horribly bloodthirsty and conniving. The other was going to be a more adult-looking Valkyria with a nice body, who had no sense of self and simply did what the other told her to. They were going to be the perfect sadomasochistic pair, and if I had been granted the time, I would have loved to develop the unused Valkyria a bit more. (Honjou)

DIALOGUE EVENT VISUALS



❖ SUMMER UNIFORM



❖ ROBE

❖ SUMMER UNIFORM

❖ WINTER UNIFORM

❖ BATTLE DRESS UNIFORM

❖ VALKYRIA MODE

When in Valkyria mode, Aliasse's long hair and lance twist around like snakes. In the game, she is surrounded by an azure glow when in this mode, though such scenes are surprisingly few in number.



❖ SWIMWEAR

This huge smile brimming with innocence is very striking. Aliasse always wears her hair up when in her swimwear, so this illustration provides us with a rare visual that we didn't get to see in the game.

CUTSCENE VISUALS



❖ FACIAL EXPRESSIONS



❖ VALKYRIA MODE



❖ ALIASSE IN THE EPILOGUE



Juliana Everhart

Character Voice

Ryoko Shiraishi

ユリアナ・エーベルハルト

◆ GENDER: Female ◆ AGE: 17 ◆ HEIGHT: 168cm ◆ RACE: Gallian ◆ UNIT CLASS: Armored Tech

Origin:	Randgriz
Academic & Military History:	Transferred out of a school for nobles in Randgriz in order to attend Lanseal
Role:	Officer Cadet
Combat Skills:	Battle Command
Family:	Father, mother
Calls Avan:	Hardins
Likes:	Fox hunting, horse riding
Dream:	To prove the superiority of the Everhart family
Habits:	Turning her head to the side (in a snobby way), placing her finger on her chin

JULIANA'S PERSONAL POTENTIALS

Social Elite	Defense increases when standing on stone terrain.
Reconciliation	Defense increases when a Darcsen ally is nearby.
Excellence	All attributes are increased.
Bad Singer	Chance of inflicting Status Effects decreases when near a compatible ally.

COMBAT QUOTES

- "This is nothing!" ● "I'm not like you!"
- "I will assist you!" ● "I suppose Darcsens aren't so bad..."
- "Do you know who I am!?" ● "Er... I can't... sing..."
- "Zeril No! You must hold on!" ● "I did it!"
- "I am overwhelming!" ● "Watch, I'm at my peak!"

ALWAYS AIMING FOR THE TOP

Juliana is the heiress of the long-standing Everhart family, who have been around since the founding of Gallia itself. Her strict father raised her to be the best at everything, and she received advanced tutoring from a very young age. As a result of her parents' pressure as well as her own efforts, Juliana grew to be a talented and intelligent young woman. Unfortunately, these superior abilities also nurtured an overconfidence and arrogance in Juliana.

The Everhart family had strong ties with the Borg family, so Juliana's father always had some level of political power. When the Second European War revealed Chancellor Borg's intention to betray Gallia, all of his previous responsibilities were transferred to Juliana's father, giving the Everhart family even more political influence.

When Juliana received an invitation from Lanseal, she was more than happy to take the opportunity to prove the greatness of the Everhart name. It didn't take long for her to claim her place as the class chair of Class A.

Your sustained presence at this academy shames me. You stain Lanseal's name!

FACIAL EXPRESSIONS



● JULIANA IN EVENTS

LOOKING DOWN ON CLASS G

Juliana considers it her personal duty to be the best. The effort she has put in to become the best has resulted in an arrogant personality, and her facial expression is usually set in a confident smirk. Juliana is easily disgusted by those she considers "inferior" to herself, and she carries within her the common prejudices against Darcsens.



FIRST CONFRONTATION

Juliana's frank disdain for slackers often brings her to Class G for the sole purpose of telling the students there how inferior they are. It is possible that this is her way of trying to encourage others to better themselves, and one thing for certain is that Avan never would have been named chair of Class G if it wasn't for Juliana's involvement.



SENSE OF DUTY AND CONFIDENCE

Juliana's absolute confidence in herself is supported by the genuine effort she has put in to get where she is. As a noble, she feels it is her duty to lead others, which is what led her to take the position of class chair.



CLASSMATES' TRUST

Though Juliana's arrogant personality may seem self-serving, it is clear that she is charismatic in a way that is simply different from Avan. This is made clear by the fact that the students of Class A have come to place absolute trust in her leadership.



"CLASS A" BODY

Juliana's glamorous figure always places her at the center of attention. Simply swimming laps in the pool is enough to halt all poolside activity. But even the almighty Juliana has a weakness: singing. Juliana mastered the violin at a young age and boasts perfect pitch, but for some reason she was not born with a knack for singing. She received personal training from a specialized tutor when she was young, but she never improved.





FEELINGS FOR ZERI

Juliana is so superior in every respect that she has never had someone she could call a true friend, someone whom she could speak to as an equal. She never thought she needed anyone like that, so it came as a surprise to her when she found those qualities in Zeri. This relationship was only made possible because Juliana was willing to acknowledge Theimer's genius despite the fact that he was a Darsen. This led to periodic conversations with Zeri, who was also interested in Theimer's work.



ZERI MESSES UP



As Juliana slowly began seeing Zeri as more than just a Darsen, she agreed to read a book he recommended. Unfortunately, Zeri didn't realize she hadn't finished reading the book yet, and gave away the ending. Needless to say, Juliana was not pleased.

PASSIONATE DEBATE



When Avan heard Juliana yelling at Zeri, he assumed she was once again harassing Zeri over his Darsen heritage. But when Avan arrived on the scene, he found the two in a heated yet relatively friendly debate over political matters.

CRY FOR ATTENTION



When she noticed Zeri and the others hanging out by the pool, Juliana made it a point to stop by and dish out her usual haughty observations. Though her mean-spirited comments may not hint at much of a change, the fact that she went through the trouble of thinking up an excuse to join in on their merriment suggests that she simply wanted attention.



TURNING POINT

When the members of Class A started blaming Juliana for their loss at the Laevatein Cup Finals, it was Zeri who stepped in to defend her. Though Zeri's rage was purely fueled by Class A's unreasonable application of fault rather than any notion of protecting Juliana, this moment marked a significant change in the way Juliana viewed Zeri.

TRYING FOR SINCERITY

On the day of the festival, Juliana seemed different somehow. She clearly had something she wanted to say, but Zeri was oblivious to the end. This challenge may be too difficult, even for Juliana.



COSETTE'S THOUGHTS ON JULIANA

"I have to admit I'm really surprised with the way Juliana has changed, but I think I'm even more surprised that Zeri still hasn't figured out how she feels... I guess it's up to me to get those two together!"

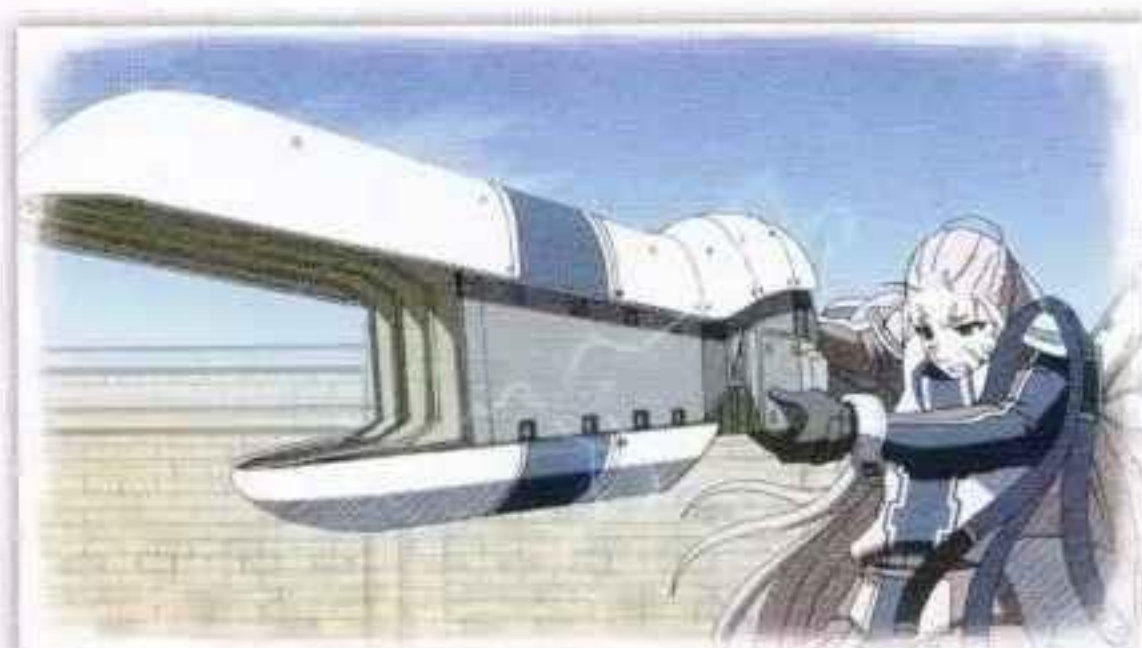


DREAMING OF A BRIGHTER TOMORROW

Juliana was willing to sacrifice everything to secure a brighter future for Gallia. This conviction came naturally to Juliana, who had been raised by a strict father to be a noble worthy of leading the common folk. Though Juliana always gave every effort to be the best at everything, her dedication was not self-serving. No doubt she envisioned graduating from Lanseal with top honors to go on and do her part to build a better Gallia for everyone.

SUBMITTING TO PROJECT VALHALLA

Juliana was yet another student who had been nominated for "Project Valhalla", the secret project that Headmaster Kluivert had been supporting. Juliana had agreed to participate in this project out of a sense of duty, believing that she would be serving Gallia. Giving everything for her country was a notion that had been bred into Juliana as the daughter of a noble family.



FOR THE FUTURE

The research and technology surrounding the Artificial Valkyria Armor was still a long way from perfect, and Juliana understood that donning the armor most likely sealed her fate. Despite this knowledge, Juliana made the decision to fight for Gallia's future.



ZERI

Juliana had been too afraid to call Zeri by his name, though she had thought to do so many times. As she started to fade in Zeri's arms, Juliana gave him a handmade bracelet to protect him in her stead. Then, with hope for a brighter future in her heart and Zeri's name on her lips, Juliana closed her eyes for the last time.



LANSEAL'S ARTIFICIAL VALKYRIA

The Artificial Valkyria Armor used by Juliana was the fruit of Foerster's labor in Lanseal. It did not require a cumbersome energy tank, and unlike the V0 or V2 models, it also did not cause the wearer to lose their self-awareness. All of the research leading up to these improvements was stolen by the Rebels during their attack on Lanseal, and was applied to Baldren's Artificial Valkyria Armor.





✦ HAIRSTYLE



✦ HAIR ACCESSORY



✦ EARRINGS



✦ WINTER UNIFORM



✦ WINTER UNIFORM

Juliana's earrings and hair accessory are cloisonné ware. It seems this serious student felt it would be inappropriate to wear gemstones and other glitzy jewelry on campus.



✦ FACIAL EXPRESSIONS

THE CHAIR OF CLASS A WAS INITIALLY A MALE?



● We had initially planned for the chair of Class A to be a male student, but some of us thought we didn't have enough female characters. That, and we had already planned for some kind of special event between the Class A chair and Zeri, so we figured if we made the class chair a female, we could develop a good romance story between those characters. (Sega - Ozawa)

● When I found out we would be making the Class A chair a female, I was really excited. Coming up with plot points for a female character was really easy, and Juliana's probably one of my favorite characters. Since we had slimmed down Cosette's figure somewhat, I used this opportunity to boost Juliana's sex appeal. I actually made her breasts a little larger at first, but changed my mind afterwards. (Honjou)



◇ SUMMER UNIFORM



◇ SWIMWEAR



◇ ALTERNATE HAIRSTYLE IDEA



◇ BLONDE VARIATION



◇ PATTERNED SWIMWEAR



◇ EARLY ROUGH DESIGNS

SIMPLE SWIMWEAR

Not to sound like a total creep, but I think the design of Juliana's swimwear doesn't really matter. She's got plenty of "features" that catch the viewer's attention anyway, and if anything, I think adding a pattern to her swimwear would have detracted from her natural "appeal". (Honjou)



ARTIFICIAL VALKYRIA JULIANA

As with Leon and Baldren, Juliana has the telltale azure glow on her skin. A few different color variations were considered for her battle dress uniform, mostly centered around blue and black.



❖ FACIAL EXPRESSIONS

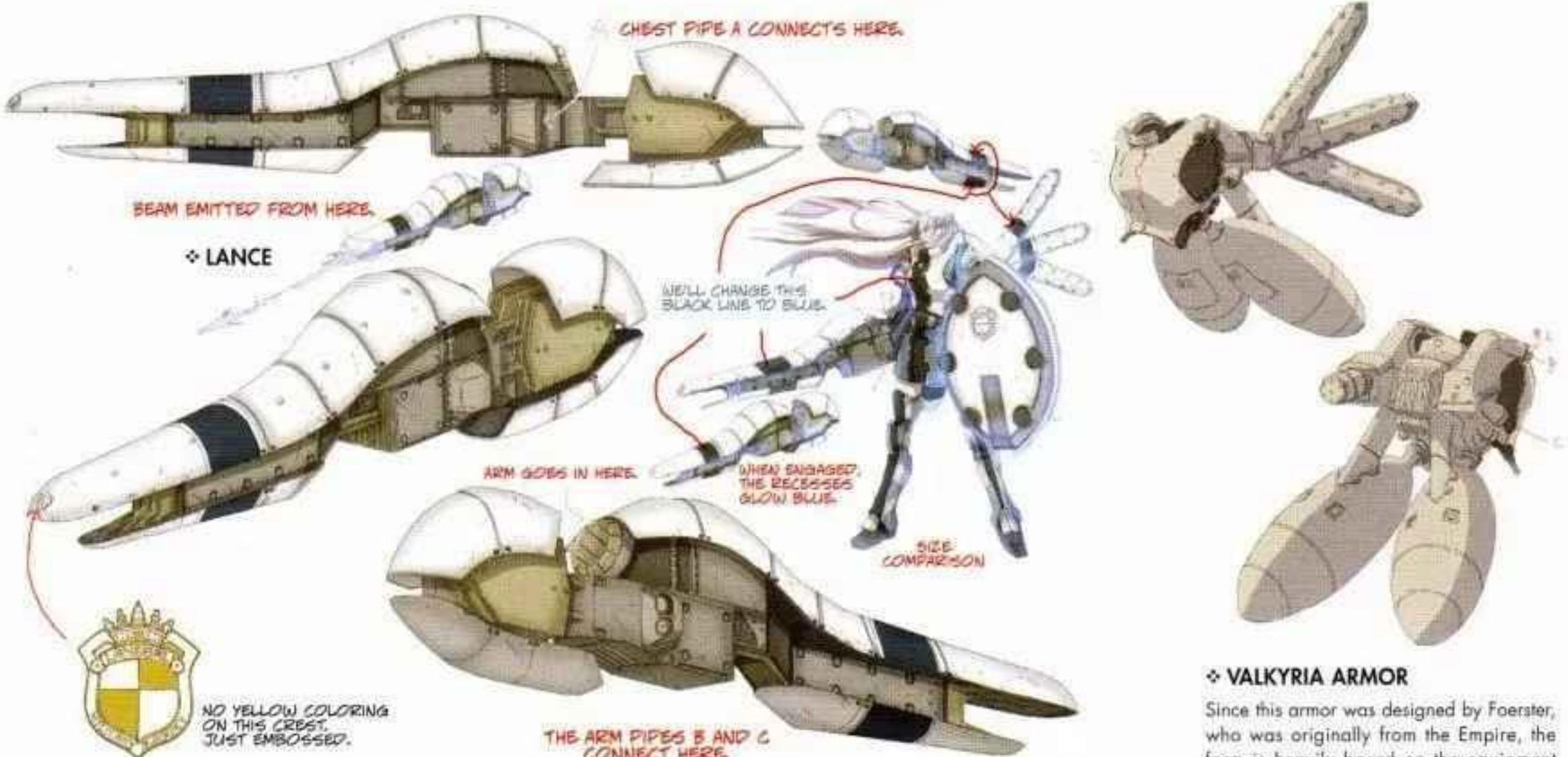
THIS IS ACTUALLY A RADIATOR OFF OF A TANK, BUT IT'S THE SAME BASIC IDEA.



SHE WILL HAVE A BLUE GLOW ALL OVER, BUT THE GLOW WILL BE PARTICULARLY BRIGHT AROUND THE RADIATOR.



❖ AZURE GLOW



❖ LANCE

❖ VALKYRIA ARMOR

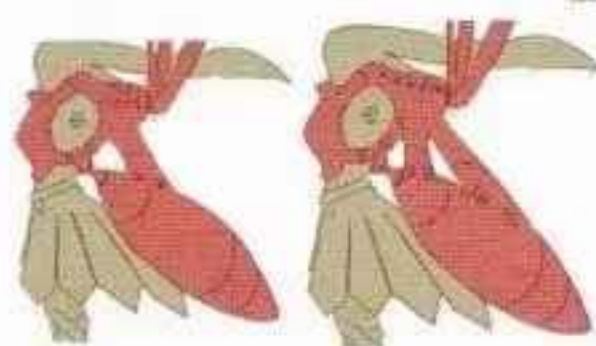
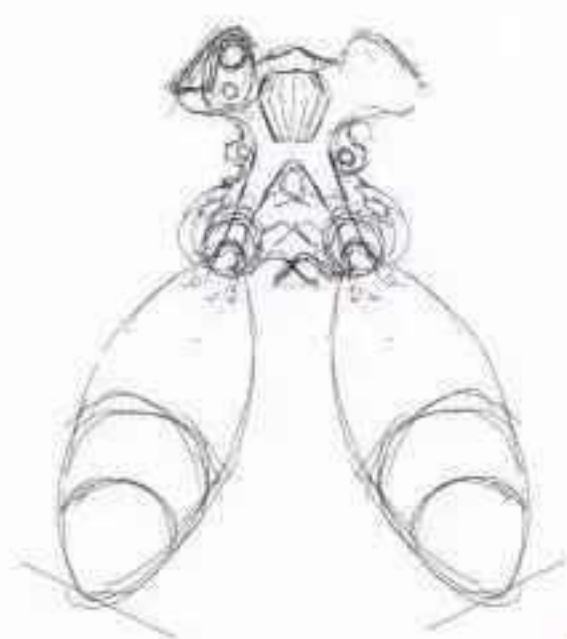
Since this armor was designed by Foerster, who was originally from the Empire, the form is heavily based on the equipment Maximilian used in the first game.



❖ SHIELD

ARTIFICIAL VALKYRIA JULIANA'S FORM WAS BASED ON A HORNET

The shape for the tanks on the back was taken from the form of a hornet. I guess this was influenced by the fact that Juliana's character is kind of like a queen bee. This is probably one of the more futuristic designs in "VC2". We considered various colorations for this armor, including a more militaristic gray and camo, but we decided white suited Juliana better, which only added to the futuristic look. The lance and shield look pretty futuristic too, but the details were mostly based on what Maximilian used, with only minor adjustments to make the overall look more feminine. (Sega - Tabayashi)



❖ TANK SUPPORT VARIATIONS

These images explore varying numbers of support pillars to hold up the tanks. The final design went with the chest piece and only one support pillar to better maintain the hornet look.



UNIQUE CLOTHES + VALKYRIA ARMOR

The final design has Juliana wearing the Valkyria armor over her usual battle dress uniform, but they also considered an exclusive outfit that included a frilly skirt, long sleeves, and new leg guards.

DIALOGUE EVENT VISUALS



❖ WINTER UNIFORM



❖ SUMMER UNIFORM



❖ BATTLE DRESS UNIFORM



❖ SWIMWEAR (UNTIED)

Juliana's top became untied when Alisse pounced on her. Despite our most sincere wishes, the original visual data did not reveal what we missed in the game. Too bad!



❖ VALKYRIA ARMOR (UNUSED)

The pipes that are usually omitted from the concept art are clearly visible here, as is the actual color scheme used in the game. Aside from those used for the cutscenes, this is the only finalized illustration of Artificial Valkyria Juliana.



Nichol Martin

ニコル・マルティン

◇ GENDER: Male ◇ AGE: 15 ◇ HEIGHT: 158cm ◇ RACE: Gallian ◇ UNIT CLASS: Scout

Character Voice

Keisuke Koumoto

I'm sorry,
Franca...



NICHOL'S PERSONAL POTENTIALS

Night Vision	Accuracy increases during night missions.
Indecisive	Accuracy decreases when three or more enemy infantry units are nearby.
Frail Body	Defense decreases when AP drops below half.
Tender Emotions	vs. Personnel and vs. Armor are increased when Franca is nearby.

COMBAT QUOTES

- "Commencing action..." ● "Enemy sighted..." ● "Please hit...!"
- "My... body... aches..." ● "Sorry for the trouble..." ● "I'm sorry..."
- "I don't mind the dark..." ● "I'm frail..." ● "I feel... ready..."
- "I'm... probably fine..."

TIMID BOY, ALWAYS SCOLDED BY HIS SISTER

Nichol is a shy and timid boy who is always being scolded by his sister in front of his peers. Nichol senses the caring feelings behind Franca's harsh words, and has secretly harbored romantic feelings for her since the day he found out they are not actually related by blood. Nichol enrolled at Lanseal against his family's wishes in hopes of becoming strong enough to protect Franca. He has a natural talent for marksmanship, and made a name for himself in the Gallian regular army after graduating from Lanseal. Nichol's extraordinary skill with the sniper rifle had the other soldiers hailing him as the "Return of Brixham", in honor of the legendary sniper-turned-professor.



Though both emotionally and physically weak, Nichol proves he has some semblance of a backbone by becoming a student at Lanseal in hopes of improving himself.

NICHOL IN CLASS G

CENTER OF ATTENTION WHEN SCOLDED

Though Nichol is a very quiet boy who would quickly be forgotten or ignored under normal circumstances, Franca's constant and loud scoldings often draw unwanted attention to the poor boy. Nichol doesn't have many friends, but he does seem to get along well with other meek male students like Raymond and Morris.



SIGRID'S THOUGHTS ON NICHOL

"Nichol, huh? ... I haven't had a lot of personal interactions with him, but I was surprised by how well he scored during the marksmanship test. I think he has plenty of reason to be more confident."

CALLS AVAN

AVAN

COMPATIBLE CLASSMATES



RAYMOND => P94



MORRIS => P108

FACIAL EXPRESSIONS



◉ NICHOL IN EVENTS

EARNING A MEDAL FOR THE WOMAN HE LOVES

Avan had always thought of Nichol as "the quiet boy who gets yelled at by his sister a lot", but he got to see a different side of Nichol when the two happened to stop by the drill grounds at the same time. Avan got to witness Nichol's superior marksmanship, and Nichol even revealed that he was hoping to earn a medal of honor to present to the woman he loves on her birthday. Eager to help Nichol achieve his goal, Avan selected him as a partner on a dangerous mission that only had room for two deployed units. Upon their successful return, Avan and Nichol were each awarded with the medal of honor known as "Lansed's Order of the Holy Bell". Nichol quickly offered the medal to the target of his affections, his sister Franca.

MEMORY 4: A BROTHER'S LOVE



FRANCA! UM, I...
I WANTED YOU TO HAVE THIS.

Of the two, Nichol is the only one who knows that they are not related by blood. Franca, who only sees Nichol as her little brother, brushed off his offering with her usual harsh words.

MEMORY 1 SIBLING MISMATCH

MEMORY 2 NICHOL'S TALENT

MEMORY 3 SEEKING HONOR

MEMORY 4 A BROTHER'S LOVE

BASE VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

IALOGUE EVENT VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

❖ BATTLE DRESS UNIFORM




CHARACTER DEVELOPMENT ANECDOTE

It all started with someone saying, "Hey, let's do a sibling event." We created Nichol to be Franca's counterpart, and since Franca's personality was already pretty well set, we knew a stumbling and meek character would make the perfect little brother for her. The fact that they weren't actually related by blood was something we added to the mix later, and was the result of us trying to figure out what the big event should be. The obvious answer was a "love drama", but we knew we couldn't have them as blood siblings if we wanted to go that route. (laughs) Nichol's main design feature is his freckles, which are pretty standard for timid boy characters. (Sega · Ozawa)



Helmut Bourdais

Character Voice

 Masaru Suzuki

ヘルムート・ボーデ

♠ GENDER: Male ♠ AGE: 27 ♠ HEIGHT: 178cm ♠ RACE: Imperial ♠ UNIT CLASS: Scout



Seeing
a mission
through,
honoring
one's duty.
These are
what a
soldier
does.

HELMUT'S PERSONAL POTENTIALS

Lancer Killer	Accuracy and vs. Personnel increase when an enemy Lancer is nearby.
Rear Guard	vs. Personnel increases when Helmut is moved with the last Command Point.
Darcsen Hater	Defense decreases when a Darcsen is nearby.
Soldier's Pride	Defense increases when met with interception fire.

COMBAT QUOTES

- "Target destroyed." ● "I'm a soldier, I know my duty well." ● "Apologies."
- "A tank is the unit's heart - hands off." ● "If those are my orders."
- "I'll show you what a man of the Empire can do!"
- "I'm afraid I cannot allow you to live." ● "Rgh, I've no choice. Falling back."
- "Is this the end...?" ● "It's time to let our strength be known. Now march!"

IMPERIAL SOLDIER PERFORMING HIS DUTY WITH PRIDE

Calm and collected, Helmut is a professional soldier who carries out orders without letting his personal feelings interfere with the task at hand. His family has direct ties to the Imperial bloodline, which is why he was selected to attend Lanseal as a "foreign exchange student". The truth is that Helmut is more of a hostage, a way for Gallia to ensure that the Empire will maintain the peace accord. Though Helmut is absolutely loyal to the Empire, he considers his placement at Lanseal a special mission and therefore does everything he can to support Class G and Avan. After leaving Lanseal, Helmut returned to the Empire, and joined the Imperial Army.



Helmut boasts excellent judgement, sharp eyes, and the uncanny ability to sense the presence of others. The Empire considers these skills to be very valuable.

HELMUT IN CLASS G

REVEILED YET RESPECTED

Most students tend to keep a safe distance from Helmut due to his Imperial origins, but he is regarded with even more suspicion by the Darcsen students. On the other hand, some students like Noel are able to assess Helmut purely on his military abilities. Due to cultural similarities, Helmut also seems to get along quite well with students from distinguished families like Marion and Alexis.



ALEXIS'S THOUGHTS ON HELMUT

"Sure, I don't like the Empire, but Helmut is still Helmut regardless of his origins. I think we could all learn a thing or two from his steadfast loyalty."

CALLS AVAN

AVAN

COMPATIBLE CLASSMATES



NOEL => P88



HEINZ => P98

FACIAL EXPRESSIONS



HELMUT IN EVENTS

FOLLOWING ORDERS WITHOUT EXCEPTION

When Avan found out that Helmut was an exchange student from the Empire, he attempted to engage Helmut in a friendly conversation about life in the Empire, but was interrupted by Zeri, who detests the Empire and all Imperials for the way they treat Darcsens. Avan was trying to figure out how to smooth things over between Helmut and Zeri when they got a mission to aid a Darcsen village. Though Helmut bluntly stated his distaste for Darcsens, he willingly risked his life to rescue the Darcsens of the village. After witnessing Helmut's diligence, Zeri was forced to respect Helmut's military spirit.

MEMORY 1 FROM THE EMPIRE

MEMORY 2 ZERI'S FEUD

MEMORY 3 MOVE OUT!

MEMORY 4 A MILITARY MAN

DIALOGUE EVENT VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

❖ BATTLE DRESS UNIFORM



CHARACTER DEVELOPMENT ANECDOTE

Helmut was created because we wanted an "Imperial classmate". We needed a loyal citizen of the Empire who would still perform missions to aid Gallia. The result was Helmut, a goodwill ambassador who is strictly a professional soldier. We discussed the possibility of turning the "helping Darcsens" event into a sort of feel-good story, but we soon realized that would be too cliché and boring, so we had him perform this mission solely out of a sense of duty. Helmut's main design feature is his hat. This hat is actually an Imperial issue military hat, and wearing it is Helmut's way of expressing his undying loyalty to the Empire. (Sega · Ozawa)

MEMORY 4: A MILITARY MAN



I'M A SOLDIER. I HAVE MY ORDERS, AND I'LL CARRY THEM OUT.

Helmut considers his role as a student at Larseal to be a special mission given to him by the Empire. As such, he follows Avan's orders without question as a way to fulfill his duty to the Empire.

BASE VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM



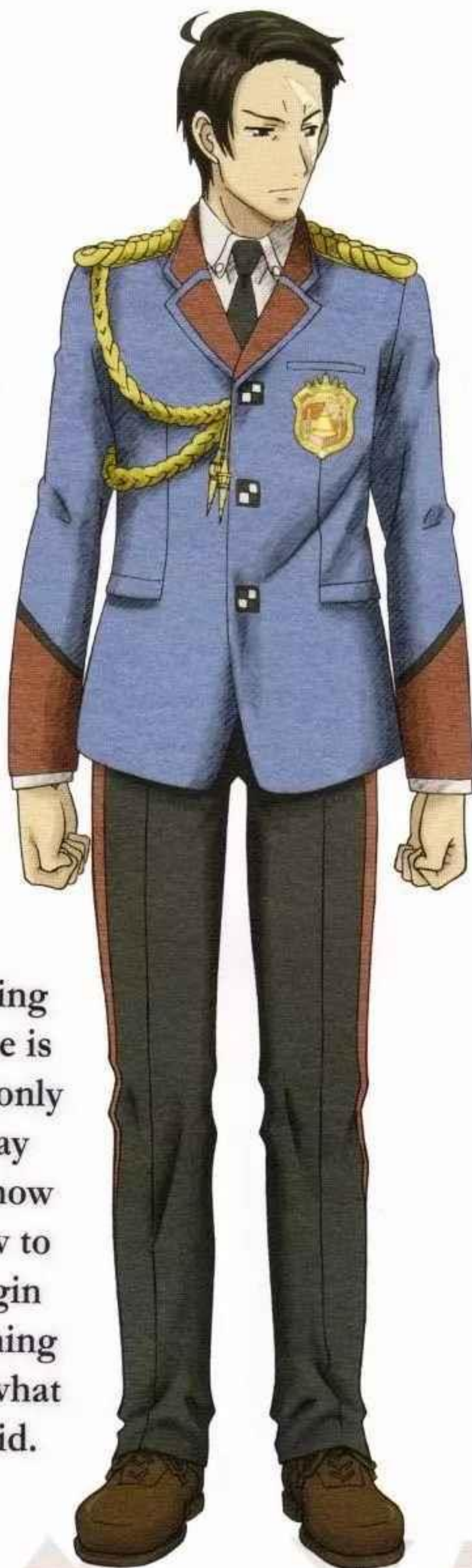
Sigrid Eissel

シグリッド・エイセル

◇GENDER: Male ◇AGE: 17 ◇HEIGHT: 172cm ◇RACE: Gallian ◇UNIT CLASS: Scout

Character Voice

Shunzo Miyasaka



Being
here is
the only
way
I know
how to
begin
atoning
for what
I did.

SIGRID'S PERSONAL POTENTIALS

Dare Devil	Accuracy and vs. Armor increase when three or more enemy units are nearby.
Tech Killer	Chance to inflict Status Effects is increased when an enemy Armored Tech is nearby.
Darcsen Hater	Defense decreases when a Darcsen is nearby.
Reconciliation	Defense increases when a Darcsen ally is nearby.
Peace in Gallia	Accuracy increases when an enemy is spotted.

COMBAT QUOTES

- "Taking action now." ● "Let me help you!" ● "I won't lose!" ● "Not yet!"
- "They show no will to live." ● "I swear to protect Gallia's peace!"
- "I'm sorry..." ● "Alright, let's go!" ● "I'm doing fine!" ● "Sorry... and thanks!"

FORMER REBEL ATONING FOR HIS PAST ACTIONS

A quiet intellectual type, Sigrid and Reiner were childhood friends. When they were young, they lost a mutual friend to the war against the Empire, and it was then that they both swore to protect Gallia. Saddened by the current state of Gallia and swayed by a speech given by the Rebels, Sigrid joined the Rebels, much to Reiner's chagrin. Fortunately, Reiner was able to find and speak to Sigrid, which resulted in Sigrid leaving the Rebels. Sigrid later enrolled at Lanseal, hoping to atone for all of the damage he had caused as a rebel. Sigrid had long carried a hatred for Darcsens after being mixed up in a Darcsen Hunt, but his experiences in Class G forced him to reexamine this prejudice. After graduation, Sigrid joined the ranks of the Gallian regular army as a staff officer.



Hobbies like playing the piano hint at Sigrid's refined upbringing. Sigrid got the scar on his face while trying to protect a childhood friend.

SIGRID IN CLASS G

DEALING WITH HATRED

As a former rebel, the students' treatment of Sigrid was even worse than that of Helmut. They even accused Sigrid of being a Rebel spy. At first, Sigrid silently accepted this abuse, but Avan eventually convinced Sigrid that it would be worth the effort to try and convince his fellow classmates of his good intentions.



COLEEN'S THOUGHTS ON SIGRID

"I wasn't sure about him at first, but I've seen that he does his best to fight for our side, so maybe it's time we all started to trust him?"

CALLS AVAN

AVAN

COMPATIBLE CLASSMATES



REINER => P82

FACIAL EXPRESSIONS



• SIGRID IN EVENTS

FIGHTING FOR GALLIA DESPITE HARSH ACCUSATIONS

Reiner successfully persuaded Sigrid to leave the Rebel forces, but Sigrid's past involvement with the Rebels haunted him during his early days at Lanseal. Overwhelmed with guilt, Sigrid made no attempt to rebut the insults that were thrown at him, and also avoided interacting with his classmates. One day, Class G was tasked with a mission where they would be fighting the very Rebel squad that Sigrid used to belong to. Suspicions quickly spread about Sigrid leaking information to the Rebels, but Avan and Reiner trusted Sigrid enough to follow his plan. Sigrid's tactics led Class G to a glorious victory, which marked his first step toward forming a relationship with his classmates. Sigrid and Reiner also renewed their oath to protect their homeland after this success.

MEMORY 4: SIGRID'S VOW



I SWEAR IT, REINER. THIS TIME, I'LL GET IT RIGHT. FOR GALLIA!

One of Sigrid's unique strengths is that he has knowledge that only a Rebel soldier would have. He shares this knowledge with Avan and the others in hopes of helping Class G achieve victory.

MEMORY 1

THE TRAITOR

MEMORY 2

AMENDS

MEMORY 3

TO FIND TRUST

MEMORY 4

SIGRID'S VOW

BASE VISUALS



DIALOGUE EVENT VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

❖ BATTLE DRESS UNIFORM



CHARACTER DEVELOPMENT ANECDOTE

We wanted to create a situation where one of the characters would have to deal with having a friend among the Rebels, so we paired Sigrid up with Reiner. We thought it would be interesting to have a semi-secret character that could only be recruited by going through specific events, and if that character were to be a former rebel, all the better. Though intelligent and rather serious, Sigrid does have a tendency to miss seeing the big picture, which is why he was so easily convinced that the Rebels were doing the right thing. At first, Sigrid didn't have any physically defining features, but we later decided to add the huge scar on his face as a sort of external symbol of the emotional scar he suffered during childhood. (Sega - Ozawa)



Lotte Netzel

ロッテ・ネッツェル

◇ GENDER: Female ◇ AGE: 16 ◇ HEIGHT: 155cm ◇ RACE: Gallian ◇ UNIT CLASS: Scout

CHARACTER VOICE

Yuka Saitoh

LOTTE'S PERSONAL POTENTIALS

City Kid	Defense increases when standing on stone terrain.
Chatterbox	Accuracy decreases when a compatible classmate is nearby.
Curious Mind	Evasion decreases when an enemy is spotted.
Truth Seeker	Can move again after AP reaches 0.

COMBAT QUOTES

- "Sure, dude!" ● "Gallian girl attacks!" ● "Death toll skyrockets!"
- "I won't stop 'till I get my scoop!" ● "Seriously!? No way!!"
- "I just love the city!" ● "Here goes, full throttle!" ● "I smell a big story!"
- "I'll do what I can!" ● "Sorry dudes, I'm bailing hardcore."

SCHOOL REPORTER BURSTING WITH CURIOSITY

Lotte is an energetic girl from Randgriz who wants to become a professional journalist someday. She is a big fan of Irene Ellet, the reporter who made a name for herself during the Second European War. Lotte started the school newspaper at Lanseal with the intention of reporting exciting news, but none of her reports so far have been particularly relevant to anyone. As a result, most of the students consider her to be nothing more than a gossipmonger. After graduating from Lanseal, Lotte traveled to different regions and stuck her articles up on walls the way Ellet did before her.



Lotte is easily scared and tends to jump to conclusions, both of which are not ideal traits for a journalist. Still, she covers for these shortcomings with her limitless optimism and energy.

LOTTE IN CLASS G

NEWS REPORTER IS LIKED MORE THAN THE NEWS SHE REPORTS

Lotte loves to chat, and will always find a way to join in on interesting conversations. Cheerful and sociable, most of Lotte's classmates like her well enough, but the quality of the "news" she reports is another matter entirely. Lotte and Melissa became good friends because Melissa always seemed to have a good lead for Lotte to investigate.



RANDY'S THOUGHTS ON LOTTE

"Gossipmonger? Hardly! Lotte is a talented journalist, deserving of respect. (I must ensure that she does not discover my secret...)"

GALL AVAN

CHIEF

COMPATIBLE CLASSMATES



MELISSA => P66



NOEL => P88

FACIAL EXPRESSIONS



Suck it up,
dude!
The news is
printed in
blood, sweat,
and tears!

LOTTE IN EVENTS

PURSuing TRUTH, NO MATTER WHERE IT LEADS HER

The moment Avan showed some interest in the latest story Lotte was pursuing, "Lanseal's Seven Wonders", she officially made him the editor-in-chief of the "Lotte Insider" and dragged him along during her investigation. Unfortunately for Lotte, most of the leads turned out to be hoaxes or simply rumors started by the student body. While following one such lead, however, Lotte was ambushed by a student whose extortion ring was ruined due to an exposé Lotte had written about him. Following this incident, Avan had trouble understanding how Lotte could remain so passionate about reporting when it had only offered empty leads and trouble with other students. In response, Lotte told Avan about her role model, Irene Ellet, and went on to explain the importance of getting the truth to the people.

MEMORY 1 FRONTLINE REPORT

MEMORY 2 LANSEAL'S ENIGMA

MEMORY 3 THE OLD CAMPUS

MEMORY 4 LOTTE'S AMBITION



THAT'S THE KIND OF REPORTER I WANT TO BE.

Lotte will get the truth to her readers, no matter what it takes. Though the stories of "Lanseal's Seven Wonders" didn't quite pan out the way she had hoped, she is sure to write a juicy piece about the ambush that was set up for her.

BASE VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

DIALOGUE EVENT VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

❖ BATTLE DRESS UNIFORM



CHARACTER DEVELOPMENT ANECDOTE

Lotte fulfilled our desire for a somewhat wild and crazy character. We wanted to have a character in a position where they could observe the experiences of Class G from a "third party perspective", and that is why she is a reporter, though she does have a tendency to create the problems that became the subjects of her news reports. Of course, there was also the fact that we wanted some kind of link to Irene Ellet from the previous game. Lotte is a bit of a troublemaker, and she has some definite fangirl traits, so she's not as serious as Irene when it comes to journalism. These specific characteristics made Lotte's character design process quite smooth. (Sega · Ozawa)



♡Melissa Dalen

メリッサ・ダレーン

◇GENDER: Female ◇AGE: 17 ◇HEIGHT: 158cm ◇RACE: Gallian ◇UNIT CLASS: Scout

Character Voice

Sayaka Hirao



I'll keep you
safe, Zeri.
No matter
what
happens...

MELISSA'S PERSONAL POTENTIALS

Misogynist	Accuracy decreases when a female ally is nearby.
Chameleon	Defense increases when prone.
Zeri Lover	vs. Personnel increases when Zeri is nearby.
Stalker	Chance to inflict Status Effects increases when prone.

COMBAT QUOTES

- "Die."
- "You asked for that."
- "I see you."
- "Just me and Zeri."
- "Any girl near Zeri is a threat..."
- "Even I can barely find me."
- "Medic, this person's dying."
- "I don't feel so good."
- "Just for Zeri."
- "Zeri... I'll be watching you from the shadows."

STALKING ZERI

Melissa's expertise lies in her ability to hide her presence from those around her. She also has a tendency to speak quietly. Melissa instantly fell in love with Zeri when he picked up her fallen ribbon for her, and she has been stalking him ever since, though Melissa prefers to call these stalking sessions "dates". In addition to her stalking skills, Melissa is also quite the tactician, and has managed to "get rid of" any female students that have attempted to make a move on Zeri. When Zeri later joined the Gallian regular army, Melissa followed suit. As a side note, Zeri still does not realize that he is being stalked.



Even Helmut's superior detection skills are not enough to catch Melissa's presence. This superhuman talent was what got Melissa into Laseal in the first place.

MELISSA IN CLASS G

PECULIAR YET POPULAR

Since Melissa spends most of her time hidden, she doesn't have a major presence in the classroom. Despite this, she has managed to secure many friends. With Randy, she is a fellow platter; with Vicky, a fellow hunter; etc... Melissa seems to have many faces, which makes it easy for her to get along with just about anyone. She also happens to be one of the very few people who knows of Randy's "true nature".



MAGARI'S THOUGHTS ON MELISSA

"I'm sorry, but I don't know her very well. If you'll excuse me, I have a message that I'm supposed to deliver to Zeri, so... Oh! What was that? ... I suddenly felt this horrible chill..."

CALLS AVAN

HARDINS

COMPATIBLE CLASSMATES



LOTTE => P64



RANDY => P96



VICKY => P104

FACIAL EXPRESSIONS



MELISSA IN EVENTS

KEEPING OTHER GIRLS AWAY FROM ZERI

One day, when Avan, Zeri, and Cosette were finishing up a meal in the mess hall, Avan noticed a girl from their class observing them from a distance. Avan identified the girl as Melissa Dalen, but whenever he pointed her out to everyone else, she would be gone before they turned to look. Later, Melissa showed up in Avan's room and explained that she goes on dates with Zeri, but Avan informed her that her activities are more commonly known as "stalking". Despite his unease about Melissa, Avan trusted her enough to join her in battle when she told him that Zeri was in danger. After the battle, however, it was made clear that the "enemies" they were protecting Zeri from were simply girls from the Zeri Fan Club. Avan was left speechless by Melissa's ruthless tactics, and when he later discovered that she was even jealous of Avan's close friendship with Zeri, he became even more bewildered.

MEMORY 1 A LONGING GAZE

MEMORY 2 ON A DATE?

MEMORY 3 PROTECTING ZERI

MEMORY 4 MELISSA'S LOVE



ZERI AND I ARE IN LOVE.
WE'RE SOUL MATES.

Melissa is so possessive of Zeri that she even tells Avan that he stands too close to Zeri during conversations. Melissa keeps a record of her daily Zeri experiences in her diary.

BASE VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

DIALOGUE EVENT VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

❖ BATTLE DRESS UNIFORM

CHARACTER DEVELOPMENT ANECDOTE

In some ways, Melissa is similar to Wendy from the first game. We wanted to have a slightly creepy, obsessive character, and we felt the best way to convey these characteristics would be through a stalker. We selected Zeri as the target of Melissa's affections because we didn't think Melissa's story would get as much attention if she was after one of the sub characters. Still, we thought it would make the game too heavy if she was after Avan, so that's what made Zeri the ideal candidate. Melissa's main design feature is the big bow on her head. We went through a lot of trial and error looking for just the right "stalker color". [laughs] (Sega - Ozawa)



Chloe Blixen

クロエ・ブリクセン

◆ GENDER: Female ◆ AGE: 21 ◆ HEIGHT: 163cm ◆ RACE: Gallian ◆ UNIT CLASS: Scout

Character Voice

Hiroko Ushida



Hmph.
That just
tells me
you have
poor taste.

CHLOE'S PERSONAL POTENTIALS

Moody	Becomes unable to take any action.
Night Vision	Accuracy increases on night maps.
Slump	Accuracy decreases.
Creative Urge	Can move again after AP hits 0.

COMBAT QUOTES

- "Let's get creative." ● "Needs more red!" ● "The final stroke!"
- "Art hurts, baby." ● "A master stroke!" ● "Ugh, you're obvious!"
- "I think I've found my muse!" ● "I'm just... sigh... I'm not feeling it."
- "This wasn't my... most inspired work..." ● "I'm tired. Mind if I jet?"

HIGHLY GIFTED ARTIST WITH A VENOMOUS TONGUE

Chloe is a young, famous Gallian artist. Her talent is such that she won a prestigious award at an art exhibit, but her moody personality tends to get her into artistic slumps. Eccentric and sharp of tongue, Chloe lacks social graces. She lost her desire to create art after being forced to depict violent war scenes for so long, but Chloe eventually regains her artistic enthusiasm through Avan's influence. Chloe was deeply moved by a piece she saw by Emile Bielert, one of Welkin's comrades from the Second European War, and she later gets the chance to work on a collaborative piece with him.



Chloe always wears a bandanna and sunglasses. Her lack of fashion sense makes it easy to miss the fact that she actually has quite a nice body.

CHLOE IN CLASS G

ALOOF CELEBRITY

Chloe spends most of her time alone in the art room, so she doesn't interact much with her classmates. She is known for her venomous tongue as much as she is for her artistic talent, so most people do not have the courage to approach her. Still, Chloe seems to get along well enough with those who seem to understand her pursuit of art.



HELMUT'S THOUGHTS ON CHLOE

"Interesting... a work such as this, which strays so far from traditional conventions, would never be acknowledged as art in the Empire."

CALLS AVAN

HARDINS

COMPATIBLE CLASSMATES



HEINZ => P98



ALEXIS => P114

FACIAL EXPRESSIONS



CHLOE IN EVENTS

AVAN'S PASSION PULLS CHLOE OUT OF HER SLUMP

When Avan finds out that one of the masterpieces displayed on school grounds was painted by Chloe, he is quick to praise her talent, but Chloe brushes him off, angry that she was forced to paint so many violent war scenes. Chloe even goes so far as to tell Avan that he has "poor taste". Avan is annoyed by Chloe's reaction, but also starts to wonder if he can't find a subject that Chloe would actually want to paint. Avan soon hears rumors of the snowfall hare, a legendary rabbit that is said to be cute beyond imagination. Avan forces Chloe to deploy during a mountain mission, hoping that she will catch sight of the fabled hare. Avan explains to Chloe that he would like to see the "real deal", a piece she creates solely because she desires to do so. Moved by Avan's sincerity, Chloe is once again inspired to paint, and her subject of choice is none other than Avan himself.

MEMORY 4: BEFORE HER EYES



I MEAN YOU, HARDINS.
I WANT TO PAINT YOU.

This was the first time Chloe ever felt a desire to paint a portrait. Previously, she had always painted night scenes and other dark images. The portrait of Avan later wins an award.

MEMORY 1

CHLOE THE ARTIST

MEMORY 2

SEEKING A THEME

MEMORY 3

SNOW RABBITS

MEMORY 4

BEFORE HER EYES

BASE VISUALS



❖ WINTER
UNIFORM

❖ SUMMER
UNIFORM

DIALOGUE EVENT VISUALS



❖ WINTER
UNIFORM

❖ SUMMER
UNIFORM

❖ BATTLE DRESS
UNIFORM

CHARACTER DEVELOPMENT ANECDOTE

With regards to the design of the game, we wanted the environment to be something that the average Japanese person could easily relate to. As such, it was pretty much mandatory for us to include an art room and music room within Lanseal's walls. Of course, that meant we needed to present a reasonable purpose for having such rooms at a military academy, and so we brought in Chloe. She is your archetypical "artist", and we included many gifted artist stereotypes in her character. We knew that having a class full of gorgeous girls could start feeling a bit overdone, so we intentionally strayed away from the "cute" and "beautiful" designs when working on Chloe. Despite this, I'm pretty sure Chloe has the largest breasts in Class G. [laughs] (Sega - Ozawa)



Erik Kampmann

エリック・カンブマン

◇ GENDER: Male ◇ AGE: 18 ◇ HEIGHT: 173cm ◇ RACE: Gallian ◇ UNIT CLASS: Shocktrooper

Character Voice

Kenji Akabane

I hate all that stupid buddy-buddy drivel, and stuff your team spirit!



ERIK'S PERSONAL POTENTIALS

Camp Defender	Evasion increases when at an allied camp.
Scout Killer	Accuracy and vs. Personnel increase when an enemy scout is nearby.
Outcast	Evasion decreases when an ally of the same unit class is nearby.
Clumsy Kindness	Accuracy increases when a compatible ally is nearby.

COMBAT QUOTES

- "Arghhh! Dammit..." ● "All right, you clowns. Fall in after me!"
- "You lose this and I'll pound you! Got it!?" ● "Let's get this started!"
- "I'm on the move." ● "What, done already?" ● "Stay down!"
- "I see fresh meat." ● "This is my turf...!" ● "Uh, my bad."

INFAMOUS BULLY LABELED AS A LONE WOLF

Erik is well known as a loner and troublemaker. Though it is true that he is quick to get into fights, he is actually not a bad person. Erik's inability to express himself the way he wants to led to rumors getting out of hand, and he eventually came to embrace his bad reputation. Avan's friendly attitude slowly helps Erik get over his distrust of others, and changes the way Erik behaves in general. One of Erik's most surprising traits is that he is a sincere animal lover. After graduating from Lanseal, he made the decision to become a veterinarian and passionately threw himself into the studies necessary to get into veterinary school.



Erik has a kind heart and is loved by animals. He was scouted by Lanseal for his physical strength and endurance.

ERIK IN CLASS G

MISUNDERSTOOD BUT SURPRISINGLY POPULAR

Due to his bad reputation, most of Erik's classmates are wary of him. The friends he does have tend to be the rough outlaw types like Rene and Jamill. Vicky has also expressed a liking for Erik, stating that he has "gentle smells".



LOTTE'S THOUGHTS ON ERIK

"What a scoop! I can see the headline now: 'Lone Wolf Befriends Birds!' I'm going to get working on the article right away... eek! Erik's coming after me! I think I made him angry... but he's blushing!?"

CALLS AVAN

HARDINS

COMPATIBLE CLASSMATES



RENE => P92



VICKY => P104



JAMILL => P110

FACIAL EXPRESSIONS



• ERIK IN EVENTS

TRUE FACE OF THE LONE WOLF

As with most things, Avan was the last person in the entire academy to learn that Erik is an infamous delinquent. Erik was known to be a violent bully, and not even his own classmates trusted him. But Avan had witnessed Erik talking to and caring for little birds out behind the school building, so he was convinced that Erik wasn't as bad as everyone said. Then one day, Lotte's wallet went missing, and everyone was quick to suspect Erik, who was the only classmate without an alibi. When asked directly by Avan, Erik stated that he did not steal Lotte's wallet. Taking Erik at his word, Avan began searching for Lotte's wallet, only to find out that she had left it in the locker room while changing. Moved by Avan's trust in him, Erik started opening up, and revealed that most of the rumors about him are nothing more than rumors. But because no one could seem to trust him, he had decided not to trust them either, and things fell into a vicious cycle from there. After Avan helped him clear his name in the case of Lotte's wallet, Erik stated that he would try to change his ways.

MEMORY 1

ON THE PROWL

MEMORY 2

THE BIRDS

MEMORY 3

SUSPICION

MEMORY 4

A WOLF UNMASKED

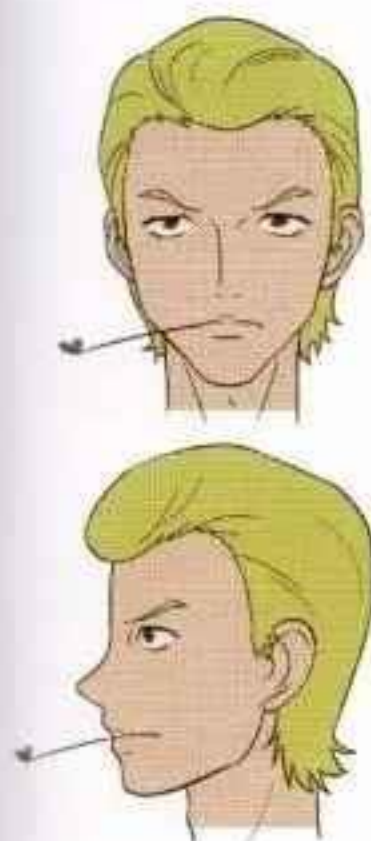


THAT'S RIGHT... TAKE YOUR TIME, LITTLE GUY. NOBODY'S TAKING YOUR FOOD.

Erik loves animals, and possesses a natural charisma that attracts animals to him. After graduating from Lanseal, he goes on to live a happy if busy life surrounded by three dogs, two cats, and a bird.

BASE VISUALS

DIALOGUE EVENT VISUALS



❖ WINTER UNIFORM



❖ SUMMER UNIFORM



❖ WINTER UNIFORM



❖ SUMMER UNIFORM



❖ BATTLE DRESS UNIFORM



CHARACTER DEVELOPMENT ANECDOTE

When it comes to school dramas, you simply can't go without that "scary troublemaker guy". The fact that he chews on some kind of plant is just one of those fun details that the "Valkyria Chronicles" team has come to be known for. At first Erik didn't have anything in his mouth, but his character seemed a bit too "normal", so we had to think of something. Still, we couldn't bring ourselves to give him a massive mohawk, so we instead decided to go with the iconic "chewing on grass" look. To preserve the whole "school drama" feel, we intentionally made Erik a very archetypical "bad boy", and even his character event has the classic "bad boy finds a stray kitten on a rainy day and cares for it" mushy type of storyline. (laughs) (Sega · Ozawa)



Pete Stang

ピート・スタンゲ

◇ GENDER: Male ◇ AGE: 15 ◇ HEIGHT: 151cm ◇ RACE: Gallian ◇ UNIT CLASS: Shocktrooper

CHARACTER VOICE

Nobunaga Shimazaki



Bro! Yo,
Avan bro!

PETE'S PERSONAL POTENTIALS

Country Bred	Accuracy and vs. Personnel increase when standing on dirt terrain.
Rebel Hater	Accuracy increases when a Rebel unit is nearby.
Zeri Hater	vs. Personnel decreases when Zeri is nearby.
Zeri's Disciple	vs. Personnel increases when Zeri is nearby.

COMBAT QUOTES

- "I won't let my bro down! Let's win this!" ● "Wool! Here I go!"
- "Chew on this!" ● "Piece of cake!" ● "Found one, guys!"
- "I'll beat the whole Rebel army!" ● "Yo, Zeri! Check me out, bro!"
- "Nothing like the ground under your feet!" ● "This is nothing!"
- "S-sorry, bro... I gotta take five."

LIVELY BOY WHO FOLLOWED AVAN TO LANSEAL

Pete followed Avan to Lanseal, and enrolled just to be closer to him. Back when they both were part of the town guard in Melvere, Avan saved Pete's life. Since then, Pete has insisted on calling Avan "bro". Pete moved to Melvere after his hometown was destroyed by the Rebels, so he has a particularly strong hatred of the Rebel army. He is a lively and cheerful young boy, if a bit stubborn. Pete is quite childish in personality as well as appearance, though he drinks milk every day in hopes of growing taller. After graduating from Lanseal, Pete returned to Melvere to help rebuild the town. He also had a growth spurt.



Pete is a bit immature, and has a tendency to blow things out of proportion. His childish ways extend to his eating habits, as he avoids green peppers while favoring candy.

PETE IN CLASS G

POPULAR AS THE "LITTLE BOY"

Pete hates being treated as a kid, but the girls of Class G can't help but adore him as a little brother. Pete's friends include some of the more unusual characters, and it is rumored that Avan sometimes worries about his self-proclaimed little brother.



RAYMOND'S THOUGHTS ON PETE

"He's... got a lot of energy... but he seems to get injured a lot, so... m-maybe he should be a bit more careful."

CALLS AVAN

BRO

COMPATIBLE CLASSMATES



VARIO => P84



VICKY => P104



JOACHIM => P106

FACIAL EXPRESSIONS



● PETE IN EVENTS

RIVALRY GIVES WAY TO RESPECT

Pete admires Avan more than anyone else, and quickly grew jealous of the special friendship Avan and Zeri seemed to share. Due to that and the fact that Zeri is a Darcsen, Pete became determined to replace Zeri at Avan's side. Day in and day out, Pete challenged Zeri to outrageous contests in hopes of proving himself more worthy of Avan's friendship. Though it was clear for all to see that Zeri was far superior in every way, he refused to humor Pete's childish challenges. One day, Avan finally stepped in and convinced Zeri to accept one of Pete's challenges, on the condition that Pete would cease pestering Zeri regardless of the outcome. Pete agreed, and told Zeri that the person who performed better in the next mission would be the winner. Excited that he would finally get to prove himself to Avan, Pete ran ahead on his own and got himself into trouble, only to be rescued by Zeri, who was willing to risk his own well-being in order to save Pete. Moved by Zeri's actions, Pete reconsidered his opinion of Darcsens, and began calling Zeri "bro" as well.

MEMORY 1 A ROLE MODEL

MEMORY 2 PETE'S RIVAL

MEMORY 3 DESPERATION

MEMORY 4 A NEW ROLE MODEL



THAT'S WHAT HE SAID.

When Pete questioned Zeri's reasons for risking himself, Zeri simply answered, "My body just responded on its own." These words struck Pete to the core, as he recalled Avan saying something similar when saving Pete's life back in Melvere.

BASE VISUALS



DIALOGUE EVENT VISUALS



❖ WINTER
UNIFORM

❖ SUMMER
UNIFORM

❖ BATTLE DRESS
UNIFORM



CHARACTER DEVELOPMENT ANECDOTE

Pete's the Shota element. (laughs) We wanted a small character in there somewhere, and we ended up with Pete. In the first game, Aisha was our tiny genius character, so we knew we couldn't simply go with another tiny genius for this game. Instead, we put the emphasis on Pete's childish nature, which led to him being everyone's little brother. Even Pete's character events put a spotlight on his immaturity, through things like his irrational jealousy of Zeri's relationship with Avan. I recall specifically asking for lots of bandages in Pete's design. (Sega - Ozawa)



Nahum Dryer

ネイハム・ドライヤ

◇ GENDER: Male ◇ AGE: 19 ◇ HEIGHT: 177cm ◇ RACE: Dryer ◇ UNIT CLASS: Shocktrooper

Character Voice

Yujiro Kakuda

Come now, serfs!
Surely you can
work faster! We'll
be here until
sundown!



NAHUM'S PERSONAL POTENTIALS

Bully	Accuracy increases when allies outnumber the enemy.
Show-Off	Defense increases when five or more enemy units have spotted Nahum.
Panicky	vs. Personnel decreases when met with interception fire.
Ruler's Grace	vs. Personnel and vs. Armor increase when an ally is nearby.

COMBAT QUOTES

- "Onward!" ● "Sally forth, men!" ● "Behold!"
- "Naturally." ● "Bow to me!" ● "Upstartish plebe!"
- "My army is invincible!" ● "I am the Crown Prince Dryer!"
- "I hope you've made your peace!"

SELF-CENTERED PRINCE

As the Crown Prince of the Kingdom of Dryer, Nahum was sent to Lanseal as part of his training as the heir. Having led a very sheltered life, Nahum greatly lacks what most would consider common sense. Nahum is prideful and self-centered, and considers those around him to be nothing more than servants. His outrageous attitude drives his classmates away at first, but he eventually learns some valuable lessons about being a leader during his stay at Lanseal. Upon proving himself worthy of ruling, Nahum was recalled to his home country, but soon returned to Lanseal after a small mishap back home.



The men of Dryer are expected to take multiple wives. Nahum himself has 25 siblings.

NAHUM IN CLASS G

EVENTUALLY FINDS HIS PLACE

Due to his tendency to treat those around him as servants, Nahum was not the most popular guy when he first transferred to Lanseal. After some personal growth on his part, however, his classmates did come to accept and even like him. Nahum gets along best with those who have some understanding of royalty, but he also befriended Vario.



SOFIA'S THOUGHTS ON NAHUM

"Huh? Oh, that idiotic prince? Sorry, not interested. What...? He wants to form a harem! Ugh... men!"

CALLS/AVAN

PAGE

COMPATIBLE CLASSMATES



VARIO ⇒ P84



HEINZ ⇒ P98



ALEXIS ⇒ P114

FACIAL EXPRESSIONS



● NAHUM IN EVENTS

LEARNING FROM CLASS G

Nahum was sent to Lanseal to learn more about the world. He initially drove all of his classmates away with his bossy attitude, but Avan taught him that others would be more willing to follow if the leader led by example. Seeing a reflection of his own father in Avan's actions, Nahum comes to understand the importance of what Avan was trying to demonstrate. With this new level of maturity under his belt, Nahum was able to help some civilians chase a Rebel recruiter out of town, thus earning the support of those around him. As a result, Nahum was allowed to return home to the Kingdom of Dryer, but was ordered back to Lanseal after his poor handling of the national ore trade nearly halved the royal coffers.

MEMORY 2: ALL TOGETHER



YOU'RE A STRANGE ONE, PAGE.

Avan showed Nahum that a good leader leads by example. He also managed to get Nahum a little dirty alongside his classmates, teaching Nahum the satisfaction of a little hard work.

MEMORY 1

PRINCE NAHUM

MEMORY 2

ALL TOGETHER

MEMORY 3

THE STATESMAN

MEMORY 4

DEPARTURE

BASE VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

DIALOGUE EVENT VISUALS

❖ WINTER UNIFORM



❖ SUMMER UNIFORM



❖ BATTLE DRESS UNIFORM



CHARACTER DEVELOPMENT ANECDOTE

We wanted to have plenty of variety within the characters of Class G, but there was only so much we could do if they were all Gallians. That's why we decided to bring someone in from another country. For someone to be sent to a foreign military academy, they would have to be from a distinguished bloodline, so we made him a prince. Then, we had to figure out what his personality was like, and we were careful not to make him too similar to the other characters we had already established. The result? A self-centered prince. Initially, we weren't going to clearly state which country he was from, but when his design gave him an obviously foreign appearance, we decided we wanted to elaborate on his background. [Sega - Ozawa]



Franca Martin

フランカ・マルティン

◆ GENDER: Female ◆ AGE: 20 ◆ HEIGHT: 161cm ◆ RACE: Gallian ◆ UNIT CLASS: Shocktrooper

Character Voice

Yuka Komatsu

You
should be
ashamed!



FRANCA'S PERSONAL POTENTIALS

Neat Freak	Accuracy decreases when standing on dirt terrain.
Born Leader	Defense increases when three or more allies are nearby.
Nichol Hater	vs. Personnel decreases when Nichol is nearby.
Tough Love	vs. Personnel and vs. Armor increase when Nichol is nearby.

COMBAT QUOTES

- "Commencing strike." ● "Learn some respect!" ● "Are you proud of yourself?"
- "No slacking, Hardins!" ● "You should all be ashamed." ● "Sorry to trouble you."
- "Not one speck of dust, do you hear?" ● "Just shut your mouth and obey!"
- "Nichol, I've told you a thousand times!" ● "I feel supremely confident."

STRICT WITH EVERYONE, ESPECIALLY HER LITTLE BROTHER

Franca is like the female boss of Class G, strict with herself as well as everyone else. She can be a bit curt sometimes, and is difficult to reason with. When she found out that Nichol had enrolled at Lanseal, she dropped out of the university she was attending in order to keep Nichol safe at Lanseal. Though Franca does want Nichol to become a strong man, she felt she could keep him safe if everyone at the school thought he was too useless to send out on dangerous missions. To this end, she unnecessarily belittled Nichol and his abilities publicly as often as she could. After graduation, Franca followed Nichol into the Gallian regular army, where her high grades at Lanseal quickly earned her the position of platoon leader.



Franca is insecure about her small breasts, and is easily angered whenever the conversation strays in that direction. Rumor has it that she has tried different methods of increasing her breast size.

FRANCA IN CLASS G

SCARING OTHERS BY SCOLDING NICHOL

Franca is always willing to speak her mind, and has very rigid ideas about what is right and wrong. As such, the less enthusiastic students of Class G see her as an annoyance, while the more serious students appreciate her stance. The girls of Class G trust and respect Franca's strong personality, so she is often found hanging out with a group of girls. Despite her general popularity, Franca's overzealous scolding of Nichol leaves everyone feeling uncomfortable.



VICKY'S THOUGHTS ON FRANCA

"She scolded me for chasing my prey! Why can't I run in the hallway if I want to? Vicky doesn't like strict people!"

CALLS AVAN

HARDINS

COMPATIBLE CLASSMATES



MARION ⇒ P80



REINER ⇒ P82



RANDY ⇒ P96

FACIAL EXPRESSIONS



• FRANCA IN EVENTS

SHE SCOLDS BECAUSE SHE CARES

Franca's unreasonable scoldings of Nichol had become a daily routine in Class G. Avan and the others felt bad for Nichol and tried to discuss their concerns with Franca, but she brushed them off. Avan was convinced that Franca simply hated Nichol until he happened to hear her worrying over Nichol when she thought she was alone. This revelation only confused Avan until Nichol was accidentally left behind during a mission. Franca's frantic search for Nichol surprised Avan even more, but afterward Franca explained to Avan that she is hard on Nichol because she genuinely wants him to become a stronger man.

MEMORY 4: FAMILY FIRST



PLEASE, I'M BEGGING YOU.
DON'T EVER SCARE ME LIKE THIS AGAIN.

Franca loves Nichol deeply, but only as a sister loves her brother. Nichol, on the other hand, knows that they are not related by blood, and harbors romantic feelings for Franca.

MEMORY 1 THE HARSH SISTER

MEMORY 2 HIDDEN FEELINGS

MEMORY 3 FRANCA'S FEARS

MEMORY 4 FAMILY FIRST

BASE VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

DIALOGUE EVENT VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

❖ BATTLE DRESS UNIFORM



CHARACTER DEVELOPMENT ANECDOTE

When it comes to a "school drama", everyone expects there to be that one student who is always scolding others like a teacher. But simply tossing in one such character archetype wouldn't generate enough drama, so we gave her a little brother. I think this sibling set up turned out better than we had expected. Franca's constant scolding of Nichol really helped to develop her character in the game. The braids in her hair were proposed by the designer, and I think they suit her character very well. She wasn't initially designed with small breasts, but she just happened to be the unfortunate soul lined up next to Marion when we were performing our final balancing of the characters' physical shapes. (laughs) (Sega - Ozawa)



Anisette Nelson

Character Voice

Yui Kano

リコリス・ネルソン

◇ GENDER: Female ◇ AGE: 16 ◇ HEIGHT: 156cm ◇ RACE: Gallian ◇ UNIT CLASS: Shocktrooper



I swear,
Edy.
One day I'll
perform the
way you do!

ANISETTE'S PERSONAL POTENTIALS

Country Bred	Accuracy and vs. Personnel increase when standing on dirt terrain.
Comaraderie	Evasion increases when an ally of the same unit class is nearby.
Unfit	Accuracy decreases when AP drops below half.
Diligent	Recovers HP after attacking.

COMBAT QUOTES

- "Anisette Detachment, move out!" ● "Taking the stage!" ● "So there."
- "You're in the way!" ● "Well, of course!" ● "I'm a star, not an athlete!"
- "No, I... don't miss it." ● "I'll catch up to her, step by step!"
- "I'll show you what a star can do!" ● "From the top, with feeling!"

WANNABE IDOL

Anisette is the little sister of Edy Nelson, who fought alongside Welkin during the Gallian Campaign. She worships Edy, and one day hopes to become a superstar with her sister. Anisette is honest and hard-working, and is superior in many ways to Edy, who has lots of confidence without any real skill to back it up. Despite her obvious talents, however, Anisette has some insecurities, and feels that she will never be as good as her sister. While attending Laseal, Anisette manages to overcome her lack of athleticism, and beats Edy to a debut as a professional dancer after graduating.



Anisette blindly admires Edy, and even insists that Edy's tone-deaf singing is simply "revolutionary".

ANISETTE IN CLASS G

BRIGHT AND HONEST WITH LOTS OF FRIENDS

Anisette's honest personality allows her to make friends easily, and she particularly has lots of female friends. Along with her close friends Coleen and Noel, Anisette makes up the core of Class G's gossip network. Though Anisette does not seem to be romantically involved with anyone at this time, it is not unreasonable to think that she has many secret admirers.



JAMILL'S THOUGHTS ON ANISETTE

"Life's all about luck. Making an effort is just a waste of time. Still, if she's lucky, it's certainly possible that Anisette will get to debut as a star."

CALLS AVAN

AVAN

COMPATIBLE CLASSMATES



NOEL ⇒ P88



COLEEN ⇒ P90



COLETTE ⇒ P36

FACIAL EXPRESSIONS



ANISETTE IN EVENTS

A WHITE LIE TURNS INTO AN OPPORTUNITY

One day, Anisette attempted to jump off of the school roof, only to be stopped by Avan. When Avan asked her why she would do such a thing, Anisette explained that she had lied to Edy, saying she was going to put on a live concert at Lanseal. Not wanting to bear the embarrassment of Edy finding out about the lie, Anisette had decided on a more desperate solution. Avan reassures Anisette that they can pull a concert together in time for Edy's visit, but some trouble surrounding the use of the drill grounds prevents them from gathering the desired crowd. Despite this, Edy is proud of her little sister's accomplishments, and praises Anisette for her diligence.

MEMORY 4: LIVE IN CONCERT



NOW FOR THE SPIN... AND VOGUE!

Anisette was able to show Edy the fruits of her dance practices. By overcoming her lack of athleticism, Anisette was able to debut as a professional dancer after graduating from Lanseal.

MEMORY 1 A PLEDGE MADE

MEMORY 2 BECOMING AN IDOL

MEMORY 3 SHOWDOWN!

MEMORY 4 LIVE IN CONCERT

BASE VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

DIALOGUE EVENT VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

❖ BATTLE DRESS UNIFORM

CHARACTER DEVELOPMENT ANECDOTE

Edy from the first game was so popular with the players that we wanted to find some way to link her to this game. We considered the possibility of making her a main character in this game, but we realized she might end up overshadowing the other characters. Instead, we created a little sister for her, one with similar looks but a totally different personality. The more we designed her to be distinct from Edy, however, the more it seemed like we were losing the Edy connection we were seeking. So we strengthened Edy's indirect presence in this game by having Anisette worship her. As a result, we got an interesting story where the talented little sister wishes to be more like the inept older sister. (Sega - Ozawa)





Marion Siegbahn

マリオン・ジークバーン

✧ GENDER: Female ✧ AGE: 18 ✧ HEIGHT: 159cm ✧ RACE: Gallian ✧ UNIT CLASS: Shocktrooper

Character Voice

Mai Aizawa



Oh, good
day, Avan.
How nice
to see you.

MARION'S PERSONAL POTENTIALS

Social Elite	Defense increases when standing on stone terrain.
Scout Killer	Accuracy and vs. Personnel increase when an enemy Scout is nearby.
Darcsen Hater	Defense decreases when a Darcsen is nearby.
Reconciliation	Defense increases when a Darcsen ally is nearby.
Weapons Freak	vs. Personnel and vs. Armor increase when three or more enemy units are spotted.

COMBAT QUOTES

- "We march to battle as one! Onward, dear friends!" ● "My pleasure, sir."
- "Prepare yourself." ● "Please, allow me." ● "I cannot stand idle!"
- "Class G are my friends, all of them." ● "I do so miss the galas."
- "Mmm... that shape is delicious." ● "I'm bursting with verve."
- "I... apologize. I've let you all down."

REFINED RICH GIRL WITH A SECRET OBSESSION

Marion is the sole heiress to the longstanding Siegbahn house and, as such, is overflowing with grace and etiquette. Her big secret is that she has a serious weapons fetish, and she enrolled at Lanseal because she wanted to see real weapons firsthand. Marion was only allowed to attend Lanseal on the strict condition from her parents that she not let anyone know about her fetish, as they considered it to be "unladylike". While studying at Lanseal, Marion came across one of Theimer's theses and instantly became a Theimer fan. After graduating, she decided to study at the same mechanical maintenance school in Fouzen that Theimer went to. One of Marion's favorite books is "Cheslock's Theory on Explosives", an informative book written by Wendy Cheslock, who fought alongside Welkin in the Gallian Campaign.



Marion initially has prejudices against Darcsens, but she reconsiders when she finds out that Theimer was a Darcsen.

MARION IN CLASS G

COVETED BY THE BOYS

Quiet and beautiful, Marion is easily the most popular girl among the male students of Class G, though most of them could never work up the nerve to ask her out, since she is thought to be well out of everyone's league. Marion is more interested in weapons than boys anyway, and it was her frequent trips to the Research and Development Building that led to her friendship with Lavinia.



JOACHIM'S THOUGHTS ON MARION

"Marion's awesome... huh? She's only interested in weapons? Seriously!? Oh, man... I'm the unluckiest guy in the world!!"

CALLS AVAN

AVAN

COMPATIBLE CLASSMATES



COLEEN => P90



FRANCA => P76



LAVINIA => P118

FACIAL EXPRESSIONS



◉ MARION IN EVENTS

MARION'S SECRET IDENTITY: WEAPONS FANATIC

Marion is the perfect heiress in every way... or at least that was the image everyone had of her. One day, Avan spotted Marion in the R&D Building, a place she shouldn't have any reason or desire to visit. When Avan questioned Marion about her visit to the R&D Building, she lied to him and hoped he wouldn't pursue the issue. When Marion personally requested that she be deployed on a dangerous mission involving the Rebels' newest weapons, Avan agreed without questioning her about it. It was on the battlefield that Avan finally found out about Marion's obsession with weapons. Marion took the opportunity to apologize to Avan about her previous lie, explaining that her parents had forbidden her from telling others about her secret. Avan simply let Marion know that there was no need to hide who she is.

MEMORY 1

LOVELY MARION

MEMORY 2

SECRETS

MEMORY 3

FOR THIS DAY

MEMORY 4

UNLIKELY TASTES

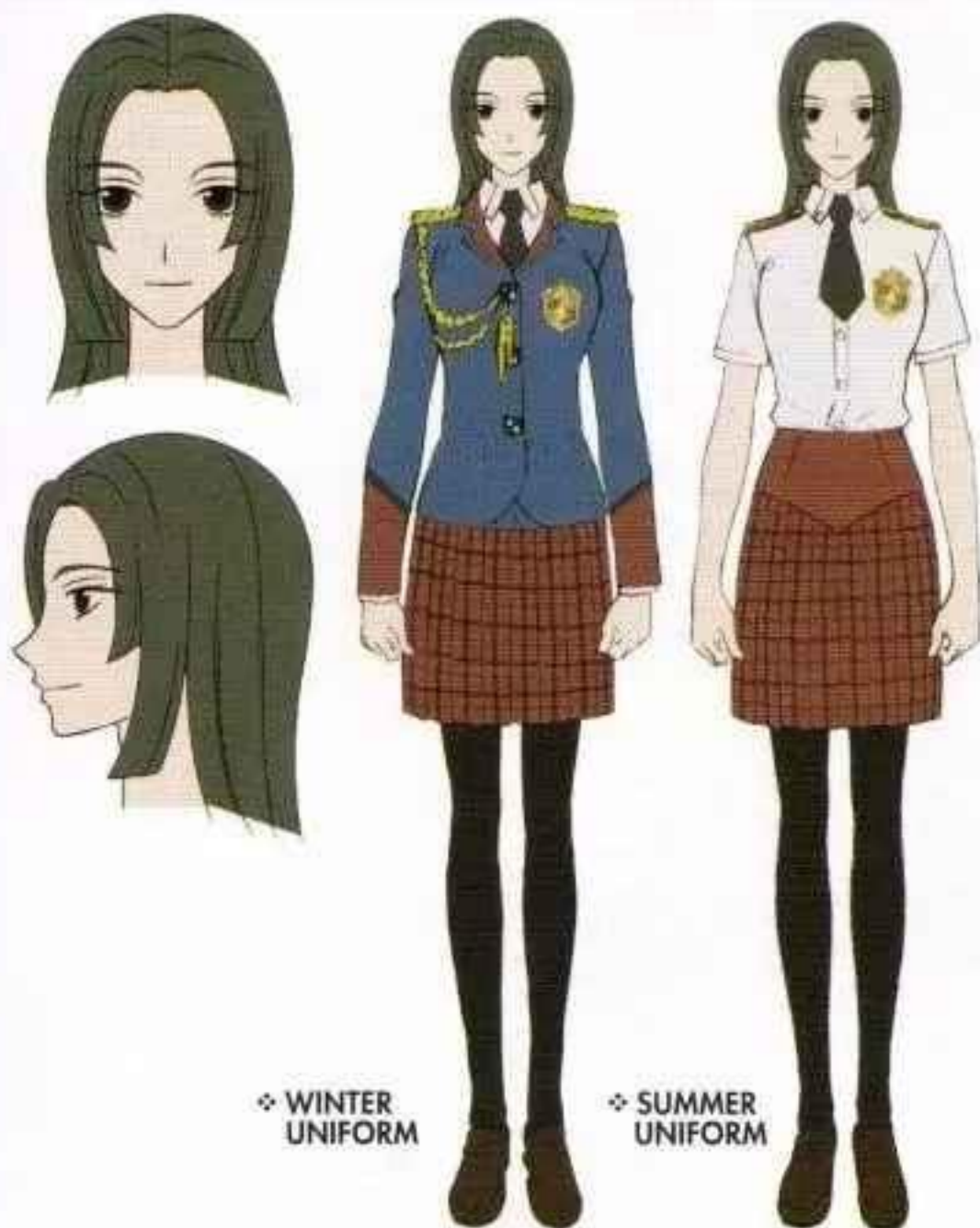


AAAAAANGH... JUST STROKING
THE ACTION IS PURE,
HEAVENLY ECSTASY!

Marion gets excited just by touching a weapon. She is also very interested in the latest arms research, and spends her free time reading books like the technical manual on explosives written by Wendy Cheslock, Welkin's former comrade.

BASE VISUALS

DIALOGUE EVENT VISUALS



❖ WINTER
UNIFORM

❖ SUMMER
UNIFORM



❖ WINTER
UNIFORM

❖ SUMMER
UNIFORM

❖ BATTLE DRESS
UNIFORM



CHARACTER DEVELOPMENT ANECDOTE

I don't know if "two-faced" is exactly the right term for a character like Marion. She came about because we were tossing around the phrase "gap-moe", and we wanted to involve the notion of someone who "secretly loves something or other". So we started off our brainstorming session by figuring out what could be loved that would be specific to a military academy, and that naturally led to weapons. Then, we set about designing a character that would satisfy the "gap-moe" criteria in the biggest way, which would mean coming up with a character that would be the most unlikely to have any interest in things like weapons. The result was Marion, the perfectly sophisticated rich girl. I didn't specifically ask for her to have a generous bosom, but apparently it just kind of grew into place while I wasn't looking. (laughs) (Sega - Ozawa)



Reiner Tristan

ライナー・トリスタン

◆ GENDER: Male ◆ AGE: 17 ◆ HEIGHT: 180cm ◆ RACE: Gallian ◆ UNIT CLASS: Lancer

Character Voice

Keisuke Koumoto

REINER'S PERSONAL POTENTIALS

Child of Nature	Defense decreases when standing on stone terrain.
Camaraderie	Evasion increases when an ally of the same unit class is nearby.
Tank Killer	Accuracy and vs. Armor increase when two or more tanks are nearby, whether ally or enemy.
Peace in Gallia	Accuracy increases when enemy is spotted.

COMBAT QUOTES

- "Okay, my turn!" ● "That one's down!" ● "Man, I love you guys!"
- "I swear to protect Gallia's peace!" ● "I could eat a tank whole!"
- "I'm on fire today!" ● "Ahaha, thanks!" ● "Let's get started!"
- "Enemy spotted!" ● "Huaah!"

PASSIONATE ATHLETIC TYPE WHO NEVER SKIPS TRAINING

Reiner has a very direct and passionate sense of justice. He is very interested in all forms of physical activity, and his hobbies include training and mountain climbing. Reiner tends to think about things in a serious manner, and since he is very outspoken about his opinions, he can seem a bit overwhelming to some people. Reiner's hometown had abundant sources of ragnite, and as such was often the stage for violence. The war tragically ended the life of one of Reiner's childhood friends, which resulted in his powerful desire for peace. Reiner enrolled at Lanseal for the sole purpose of stopping the Rebels. After graduating from Lanseal, Reiner joined the Gallian regular army, where he led a squad called the "Muscle Heads", comprised entirely of powerfully-built soldiers.



Reiner has always been guided by his strong sense of justice. When they were little, Reiner and Sigrid often played together by pretending they were members of the town guard.

REINER IN CLASS G

ASSERTIVE AND DEPENDABLE

Reiner tends to stand out among the male students of Class G due to his assertive and outspoken nature. Instead of dishing out orders, Reiner prefers to lead by example, and many respect his passion. Since he enjoys training more than anything else, Reiner tends to get along with others who value such activities.



MORRIS'S THOUGHTS ON REINER

"Reiner is so manly and dependable. He's cool. I wish I could be more like him."

CALLS AVAN

AVAN

COMPATIBLE CLASSMATES



SIGRID => P62



FRANCA => P76



ALEXIS => P114

FACIAL EXPRESSIONS



My job
now is to
beat the
Rebels and
win back
peace for
everybody.

REINER IN EVENTS

STOPPING HIS REBEL FRIEND

Reiner's efforts at Laseal had always been supported by his friendship with Sigrid and the trust that they shared. When Reiner received a letter from Sigrid explaining that he had joined the rebels, Reiner suddenly became unsure of himself, not wanting to have to fight his best friend. Avan managed to convince Reiner that there was no need for him to fight Sigrid, and that Reiner could simply try talking to him instead. Reassured by Avan's words, Reiner managed to find Sigrid on the battlefield and confronted him about the rebels' methods. Reiner passionately reminded Sigrid of their oath to protect Gallia, hoping their strong bond would be enough to open Sigrid's eyes. Having said his piece, Reiner quietly left the battlefield, trusting that Sigrid would make the right decision.

MEMORY 4: FORGOTTEN VOWS



OPEN YOUR EYES! IS THIS THE PEACEFUL GALLIA YOU WANT TO MAKE?!

Reiner reminded Sigrid of Elena, a childhood friend they had lost to war, insisting that the rebels would only spread more tragedy.

MEMORY 1

SELF-DISCIPLINE

MEMORY 2

BETRAYAL

MEMORY 3

REINER'S RESOLVE

MEMORY 4

FORGOTTEN VOWS

BASE VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

DIALOGUE EVENT VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

❖ BATTLE DRESS UNIFORM

CHARACTER DEVELOPMENT ANECDOTE

We wanted to have a friendship drama where two friends were split between opposing sides. We created Sigrid first, and then built Reiner to be the other half of the equation. We already had Sigrid, and we knew there was going to be a childhood friend who died, so we basically reverse-engineered Reiner's character from these predetermined concepts. Reiner wants nothing more than to end the war as quickly as possible, and has a more serious opinion about the war than most. Instead of working with our usual formula for creating a male character that would be popular with the female players, we intentionally designed Reiner to be the kind of character that male players would take a liking to. (Sega - Ozawa)





ヴァリオ・クラーツ

Vario Kraatz

Character Voice

Hiromu Miyazaki

◇ GENDER: Male ◇ AGE: 18 ◇ HEIGHT: 175cm ◇ RACE: Gallian ◇ UNIT CLASS: Lancer

VARIO'S PERSONAL POTENTIALS

Fancies Women	Accuracy increases when a female ally is nearby.
Acrobat	vs. Personnel increases upon climbing a ladder.
Headstrong	Chance to inflict Status Effects decreases when an incompatible ally is nearby.
Power of Song	Accuracy and vs. Personnel increase when an ally is nearby.

COMBAT QUOTES

- "All right, moving out!" ● "You're gonna swoon, baby!"
- "One, two!" ● "A new fan spotted!" ● "It ain't right, being this hot..."
- "This one is for my fans!" ● "Yeah, yeah, yeah, yeah!"
- "Feeling good, baby!" ● "Wooh!"

HIS OWN BIGGEST FAN

Vario dreams of becoming a professional singer. He lives in his own little world, where the words of other people rarely reach him. As such, he is under the impression that he is the greatest singer to ever live. Vario is initially quite self-centered, but goes through some personal growth after he is touched by Rosie's words. After graduating, Vario begged Rosie to take him on as an apprentice, but was denied. The eyepatch he wears is just for looks.



Vario was pretty much forced to enroll at Lanseal by a scout, so he initially did not enjoy being a student. He considers himself quite the ladies' man, and will try to chat up any girl he sees. Needless to say, the interest is never mutual.

Care to
ride to
heaven
on the
wings
of my
angelic
voice?

VARIO IN CLASS G

VARIO'S SELF-ASSURANCE LEAVES OTHERS EXASPERATED

Vario spends most of his time hanging out with other male students who will put up with his unique way of thinking. Since Vario has a tendency to get lost in his own little world without listening to those around him, most people with even an inkling of good sense try to stay away from him. However, after Rosie's performance makes Vario reassess his thoughts on music, his classmates become more open to listening to him sing.



ANISETTE'S THOUGHTS ON VARIO

"His singing has improved a lot lately, but he's still nowhere near as good as my sister!"

CALLS AVAN

AVAN

COMPATIBLE CLASSMATES



PETE ⇒ P72



NAHUM ⇒ P74



JOACHIM ⇒ P106

FACIAL EXPRESSIONS



VARIO IN EVENTS

FROM SINGING FOR HIMSELF TO SINGING FOR OTHERS

Vario was thoroughly convinced that he was a fantastic singer. He always went around singing whatever he felt like singing, and was not at all interested in helping everyone with carrying out missions. Even Avan wasn't sure what to do with Vario. One day, Vario skipped school to see his idol Rosie perform at a concert. Vario was all pumped up to hear his idol sing, but was struck more by the words Rosie spoke before singing. Rosie had thus put the thought of "singing for others" into Vario's head. While Vario tried to figure out what this meant for him, Avan called him out onto the battlefield for a mission with the others. After the battle, everyone was exhausted and morale was sagging somewhat. In hopes of cheering everyone up, Vario began singing for his classmates. His intention seemed to make all the difference in the world, as his classmates actually had nice things to say about his singing this time. This was Vario's first step on his path to becoming a true singer.

MEMORY 1 VARIO'S SONG

MEMORY 2 ROSIE'S SONG

MEMORY 3 THE MUSICIAN

MEMORY 4 A SONG FOR ALL



I'VE NEVER ONCE THOUGHT ABOUT SINGING LIKE THAT BEFORE. FOR EVERYONE...

Up on stage, Rosie spoke about the friend who had gotten her on the path to singing seriously. "She's the one who helped me see the meaning in singing for people," said Rosie, and of course she was speaking of none other than Isara Gunther, Rosie's old friend in arms who was killed in action during the Gallian Campaign.

BASE VISUALS

DIALOGUE EVENT VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

❖ BATTLE DRESS UNIFORM

CHARACTER DEVELOPMENT ANECDOTE

We wanted a character who would actually make use of the music room at the academy, and we also wanted a way to link Rosie from the first game to this game. Vario was created around the keyword "music", and we intentionally designed him to be an incomplete person so that he had plenty of room to grow during the course of the game. No doubt he enjoys the massive explosions he can cause as a Lancer. (laughs) We hadn't planned on incorporating his actual singing into the game, but it just kind of happened. By the way, that is the actual voice actor doing the singing. (Sega - Ozawa)

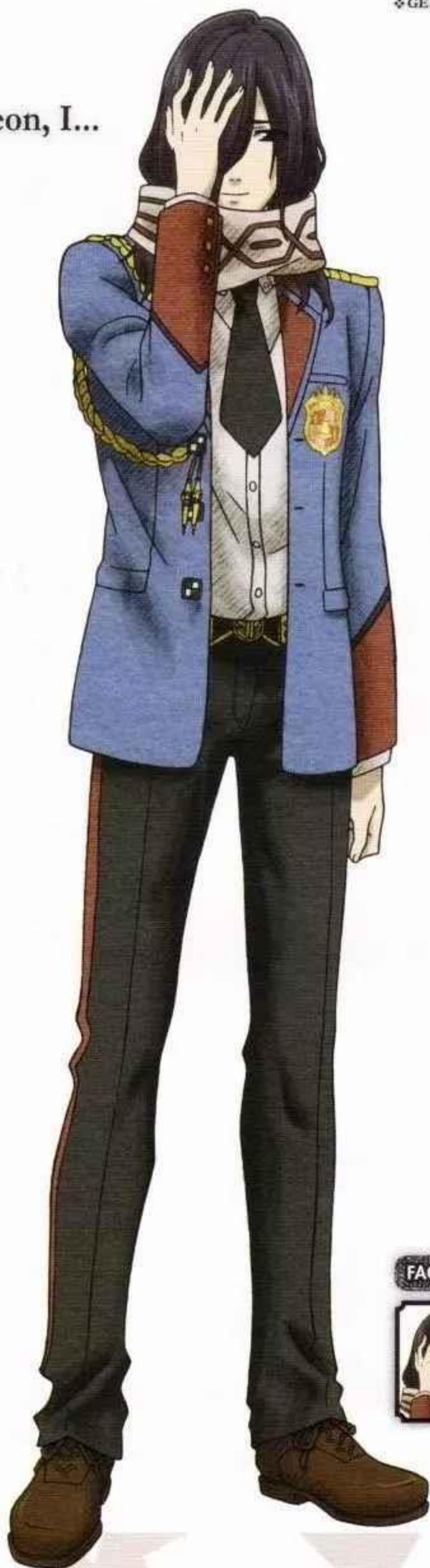




Jugin

ユジム

Leon, I...



Character Voice:

Kenji Akabane

♣ GENDER: Male ♣ AGE: 21 ♣ HEIGHT: 173cm ♣ RACE: Darcsen ♣ UNIT CLASS: Lancer

JUGIN'S PERSONAL POTENTIALS

Shut-In	Defense decreases when at an allied camp.
Darcsen Bond	Defense increases when a Darcsen is nearby, whether ally or enemy.
Outcast	Evasion decreases when an ally of the same unit class is nearby.
Hard Worker	Immediately able to act again after completing an action.

COMBAT QUOTES

- "On my way." ● "You're mine." ● "Leon, I could use your help here."
- "It's over." ● "Another round! Please, give the order."
- "Thank you..." ● "Hostile sighted." ● "By my pride as a Darcsen."
- "Let's hit 'em hard and fast!"

LEON'S FRIEND, WHO STOPPED ATTENDING CLASSES

Jugin is a Darcsen who was best friend and rival to Leon Hardins. He is very talented as a soldier, but he tends to keep to himself. Jugin and Leon were selected as candidates for the "Special Mission" at the same time, and were briefed together. When Jugin shared his fears about the mission with his best friend, Leon told him not to worry and accepted the mission alone. When Jugin later heard that Leon had died during the mission, he was overcome with guilt for having abandoned his friend, and shut himself up in his dorm room. After graduating from Larseal, Jugin returned to his hometown, where he kept his family's furniture shop running. He applied his experiences as a shut-in toward designing new chairs that are comfortable enough to sit on for long periods of time.



Jugin was allowed to stay in his dorm room without attending classes because Brixham, who was suspicious of the "Special Mission" anyway, intervened on Jugin's behalf. While truant, Jugin was under close watch by the Headmaster.

JUGIN IN CLASS G

UNKNOWN AS A CLASSMATE, BUT FAMOUS AS A TRUANT

Jugin doesn't speak much, and does very little to garner attention from others. He is most famous for the fact that he refused to attend classes for two years. After returning to class, Jugin made efforts to help his classmates by offering advice at the firing range. His Darcsen classmates made special efforts to make him feel welcome.



PETE'S THOUGHTS ON JUGIN

"That truant's been spending way too much time with Avan lately! Why does my bro want to hang out with such a gloomy guy anyway?"

CALLS AVAN

AVAN

COMPATIBLE CLASSMATES



MAGARI => P102



MISCHUTT => P112



LAVINIA => P118

FACIAL EXPRESSIONS



◉ JUGIN IN EVENTS

FREED FROM GUILT

One day, while chatting with Joachim and Pete, Avan noticed an unfamiliar face in the classroom. According to Joachim and Pete, the student in question was Jugin, who had shut himself away in his dorm room and refused to attend classes for two years. When Avan approached Jugin to introduce himself, Jugin took one look at Avan and called him by his brother's name, Leon. Fascinated by the possibility that Jugin knew Leon in the past, Avan tried to talk to Jugin about their time together. Though Jugin did reveal that he and Leon used to be best friends, he still seemed rather hesitant to talk about anything, especially Leon. After completing a mission, Jugin confessed that Leon only went on the "Special Mission" so that Jugin would not have to - and ever since Leon supposedly died on that mission, Jugin had been living with a great deal of guilt. Avan reassured Jugin that Leon had been more than willing to participate in the "Special Mission" no matter what in order to protect his country, and that his letters had always referred to Jugin as a good friend, to the very end. Avan's words were able to relieve Jugin of his guilt, lifting the heavy weight he had been carrying for the past couple of years.

MEMORY 4: LEON'S FRIEND



I FEEL LIKE I... I CAN FINALLY MOVE ON.

Jugin believed it was his fault that Leon went on the "Special Mission", so he felt personally responsible for Leon's death. Avan was able to free Jugin from this sense of guilt, helping Jugin to smile once more.

MEMORY 1 TRUANCY

MEMORY 2 GUILTY FEELINGS

MEMORY 3 JUGIN THE LANCER

MEMORY 4 LEON'S FRIEND

BASE VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

DIALOGUE EVENT VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

❖ BATTLE DRESS UNIFORM

CHARACTER DEVELOPMENT ANECDOTE

We created Jugin to be the hidden character who would only appear after the player finished the game. Though the player's second playthrough would still take place in the year 1937, we knew it would feel like a year had passed for the player, so we made Jugin a shut-in that seemed to have skipped out on an entire year of school. Also, since it would be the player's second time through the game, we wanted to link Leon's story to the main gameplay in some way. Jugin was designed as a Darcen to emphasize Avan's open and accepting nature, but also to create a reflection of Avan and Zeri's friendship through Leon and Jugin's friendship.





Characters
Noel Willoch
ノエル・ヴィロック

Noel Willoch

ノエル・ヴィロック

◇ GENDER: Female ◇ AGE: 19 ◇ HEIGHT: 160cm ◇ RACE: Gallian ◇ UNIT CLASS: Lancer

Character Voice

Chihiro Ishiguro



My dream
is to study
here, then
go off to
become a
decorated
army
officer.

NOEL'S PERSONAL POTENTIALS

Dependent	Evasion decreases when no allies are nearby.
Good Buddy	Accuracy, vs. Personnel and vs. Armor increase when a compatible ally is nearby.
Future Concerns	Becomes unable to move when AP drops below half.
Loyal Defender	Defense increases when at an allied camp.

COMBAT QUOTES

- "Take it easy, guys! Niiice and relaxed!" ● "Noel here. Moving out!"
- "Hey, I got 'em!" ● "Ooh, ooh! I found one!"
- "Being alone is just so... lonely." ● "Aha! This is actually kind of fun!"
- "Can I really hack it as a soldier?" ● "I'm ready to fight for Gallia!"
- "Everything's going to be a-okay!" ● "I feel good. Really good!"

RUNAWAY PRINCESS

Noel has dreamed of becoming a decorated soldier capable of protecting the people and places she cares about ever since she lost her mother to the violence of war. Her family is the famous and wealthy Willoch Cartel, but Noel ran away from home when her father forbade her from pursuing her dream. Noel enrolled at Laseal without her father knowing, but was eventually able to reconcile with him. After graduating from Laseal, Noel joined the Gallian regular army with her father's blessing, and proved to be a great morale booster for her squad. Noel always prefers being around other people, and she was quite the famous socialite at one time.



Despite her slim figure, Noel is a big eater. According to her, she could easily eat 50 pancakes in one sitting.

NOEL IN CLASS G

ALWAYS CHEERFUL AND FRIENDLY

Since Noel's family background had her attending many social functions, she is very articulate. She can usually be found chattering away with other girls, and tends to lighten the mood of the entire classroom. Noel respects Helmut as her military senior.



MARION'S THOUGHTS ON NOEL

"She left her family and home to become a soldier... could it be that she also has a secret weapon fetish?"

CALLS AVAN

AVAN

COMPATIBLE CLASSMATES



HELMUT ⇒ P60



LOTTE ⇒ P64



ANISETTE ⇒ P78

FACIAL EXPRESSIONS



NOEL IN EVENTS

IRON WILL WINS OVER STUBBORN FATHER

When Avan accidentally overheard Brixham speaking with Noel about her possible departure from the academy, Avan couldn't help but ask for details. Noel explained that her family is actually the Willoch Cartel, the extremely wealthy owner of a large number of companies. Noel's father tried to stop her from becoming a soldier, which led to a fight and Noel running away from home. In the conversation Avan had overheard, Brixham was informing Noel that her father had contacted the academy, and would be coming by to collect her soon. But on his way to the academy, Noel's father was mixed up in a Rebel attack. After dealing with the Rebels and finding Noel's father, Avan persuaded Noel to stop running away from her father. Encouraged by Avan's words, Noel spoke her mind to her father, explaining why she wanted to become a soldier. Noel's father was touched by his daughter's conviction, and agreed to let her pursue her military career, but mentioned that he would be keeping an eye on her progress.

MEMORY 1

NOEL'S DREAM

MEMORY 2

PARENTAL CONCERN

MEMORY 3

STANDING TALL

MEMORY 4

WILL TO PROTECT



I WANT TO HELP END THIS, DAD. TO KEEP YOU AND EVERYONE ELSE SAFE!

Having lost his wife to the war, Noel's father was very much against letting his daughter become a soldier, but he was moved to accept her dream when he saw the conviction in her eyes and how she had grown during her time at Lanseal.

BASE VISUALS

DIALOGUE EVENT VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

❖ BATTLE DRESS UNIFORM



CHARACTER DEVELOPMENT ANECDOTE

Noel just wants to be a soldier, plain and simple. Of course, such a simple backstory wouldn't provide much drama, so we decided that she enrolled at Lanseal against her family's wishes. But in a place like Gallia, most people wouldn't have much reason to be opposed to things of a military nature, so we then had to figure out why someone might have strong feelings against a family member becoming a soldier. The fact that she is the heiress to a great fortune was just another detail that would make it reasonable for her father to be against her desire to become a soldier, but we were careful not to put too much emphasis on that part of her character, since we wanted to focus on the heiress character traits with Marion. Instead, Noel is a very blunt and plucky girl with a relatively homely appearance. I guess you could say she is a victim of our "not all the female characters need to be gorgeous" theory. (laughs) (Sega - Ozawa)



Coleen Celsius

コリーン・セルシウス

◆ GENDER: Female ◆ AGE: 18 ◆ HEIGHT: 162cm ◆ RACE: Gallian ◆ UNIT CLASS: Lancer

Character Voice

Shiori Mikami



I wonder
why they
always feel
the need to
do this.

COLEEN'S PERSONAL POTENTIALS

Moach	Ammo count is fully restored after taking action.
Chatterbox	Accuracy decreases when a compatible ally is nearby.
Feeble Attack	When attacking, action will end without actually executing the attack.
Moonglow	vs. Armor increases when Morris is nearby.

COMBAT QUOTES

- "Quick, medic! Please hurry!" ● "I'm off, guys!" ● "Come on, hit!"
- "Ehehe, I brought extra." ● "So, what do you think?" ● "Um, I... I just..."
- "I... I love him..." ● "Today's gonna be okay!" ● "I feel... stronger!"
- "Taking action."

GENTLE AND POPULAR YET UNCERTAIN ABOUT LOVE

Coleen is very calm and graceful in both appearance as well as personality. She is always kind to others, which makes her popular among both males and females. Lancel's male students were constantly showering Coleen with affection and confessions of love, but Coleen kept turning them all down because she simply couldn't understand the concept of love. It wasn't until Coleen sprained her leg during combat exercises, and Morris offered to carry her that she finally felt love within her own heart. The two later became a couple. Though not noisy by any means, Coleen does enjoy chatting with other girls. She isn't afraid of a little hard work, and has been known to stay behind after school to practice her marksmanship. After graduating, Coleen used her talent for chitchat to become a radio personality. She continued to keep in touch with Morris through letters.



Coleen loves spicy foods, and will add more spices to her meal than any normal human should be able to handle.

COLEEN IN CLASS G

ADORED BY ALL

Coleen's personable nature earned her a lot of friends among her classmates, but she is also exceptionally popular among the students of other classes. She is often approached by boys with confessions of love, and girls who need someone dependable to talk to. Coleen enjoys chatting about pretty much anything, and she gets along best with girls who like to do the same.



NICHOL'S THOUGHTS ON COLEEN

"She's very popular with the male students... huh? Me? I... I like someone else..."

CALLS AVAN

AVAN

COMPATIBLE CLASSMATES



ANISETTE => P78



MARION => P80



COLETTE => P36

FACIAL EXPRESSIONS



COLEEN IN EVENTS

COLEEN'S FIRST LOVE

Coleen is the most popular girl in Class G. Male students from every class seem to line up every day just to ask her out. Coleen always seemed troubled by this, saying she didn't know what it was like to have romantic feelings for someone. One day, though, Coleen's heart is finally swept away, albeit unintentionally, by one of the boys of Class G. Unsure of what to do about the first romantic feeling she has ever felt, Coleen turns to Avan and Cosette for advice. Both of them agree that Coleen should tell her love interest how she feels, but Coleen is far too scared to do so. Hoping to give Coleen a confidence boost, Cosette tells her about the legend of the moonglow flower. Desperate to find the courage to tell the boy of her dreams how she feels, Coleen scours the desert at nighttime, despite the risk of sandstorms, until she finally finds a moonglow. With the small flower securely in her clutches, she confidently declares that she is ready to confess her feelings to Morris.

MEMORY 4: SHOWING DEVOTION



MEMORY 1 BEYOND REACH

MEMORY 2 FIRST LOVE

MEMORY 3 TO CONFESS LOVE

MEMORY 4 SHOWING DEVOTION

I... I NEED HIM TO KNOW.
HOW MUCH HE MEANS TO ME.
HOW MUCH I NEED HIM...

Many boys had asked Coleen out in the past, but she always turned them down, unable to understand what they were thinking. But now that she had a love interest of her own, she had gained a better understanding of the emotional turmoil those boys must have been going through.

BASE VISUALS

DIALOGUE EVENT VISUALS



CHARACTER DEVELOPMENT ANECDOTE

For this game, we had three different pairs of characters that we designed as sets. The first was the sibling pair of Franca and Nichol, the second the friendship pair of Reiner and Sigrid, and the last was the romantic pair of Coleen and Morris. We wanted another unlikely couple like Karl and Lynn from the first game, so we went with the idea that the most popular girl in the class would fall in love with the most plain and boring guy in the class. The most important aspect of Coleen's design was for her to be beautiful. We almost settled on a different appearance for her, but then Chief Producer Shuntaro Tanaka said, "I'd like her to look more like she's from the era in which the game takes place." So we went through a few pre-war movies and took hints from the popular actresses of that era in order to get Coleen's design just right. (Sega - Ozawa)



Rene Randall

ルネ・ランドレル

◇ GENDER: Female ◇ AGE: 16 ◇ HEIGHT: 164cm ◇ RACE: Gallian ◇ UNIT CLASS: Lancer

Character Voice

Sayaka Hirao



Magari and
I have been
friends
since
forever.

RENE'S PERSONAL POTENTIALS

Egalitarian	Accuracy increases when a non-Gallian ally is nearby.
Comaraderie	Evasion increases when an ally of the same unit class is nearby.
Distraught	Becomes unable to evade when an enemy is nearby.
Maternal	Evasion increases when a compatible ally is nearby.

COMBAT QUOTES

- "Randall shoots!" ● "And... it's good!" ● "Goal!" ● "I'll try anyway."
- "It's great when we all get along!" ● "Haha, I'm kinda useless."
- "What's wrong? You can tell all to Rene." ● "Alright, I'm on a roll!"
- "I feel good, like... weirdly good." ● "That felt great!"

SPORTY GIRL STANDS IN DEFENSE OF HER BEST FRIEND MAGARI

Extremely active and easy to get along with, Rene is very well liked by the other girls in Class G. She is best friends with Magari, and has always acted as Magari's shield against unwanted advances from male students. Rene loves sports, and is particularly skilled at soccer. She was scouted by Lanseal for her superior athleticism. Though she does suffer from some insecurities regarding her lack of femininity, she does not let it show very often. Despite this lack of obvious femininity, she does enjoy taking care of others, and excels at domestic tasks like cleaning and laundry. After graduating from Lanseal, Rene started the first ever house cleaning service in Gallia.



Rene and Magari are the best of friends, but Rene can't help comparing herself to Magari from time to time.

RENE IN CLASS G

HUMBLE PERSONALITY MAKES HER EASY TO TRUST

Rene is friendly with everyone, but is especially close with Magari. A lot of girls have come to trust and count on Rene, including Magari. Rene hates prejudices of any kind, and happily befriends Darcsen students. She gets along well with Raymond, as they share an affinity for domestic tasks.



HEINZ'S THOUGHTS ON RENE

"So Rene was the Garment Goddess? The level of thoughtfulness and cleaning skill involved was truly remarkable. I wonder if she would consider becoming a butler...?"

CALLS AVAN

AVAN

COMPATIBLE CLASSMATES



ERIK ⇒ P70



RAYMOND ⇒ P94



MAGARI ⇒ P102

FACIAL EXPRESSIONS



RENE IN EVENTS

RENE'S INSECURITIES AND UNEXPECTED SKILLS

Rene is very dependable, and spends a lot of time protecting her best friend Magari from the boys of Laseal. One day, angered that Magari turned down his request for a date, a boy from Class A revealed that the other students refer to Magari and Rene as "Beauty and the Beast". Rene had always been a little insecure about her feelings that Magari is so much cuter and more feminine than she, so hearing about this awful nickname hurt her deeply. While trying to figure out how to make Rene feel better, Avan hears a rumor about the "Garment Goddess", an unidentified person who keeps doing Class G's laundry. By chance, Avan stumbles upon Rene performing her "Garment Goddess" duties, and takes the opportunity to let her know just how attractive she is. Avan's efforts are rewarded with a more confident Rene.

MEMORY 1

RENE'S MISTAKE

MEMORY 2

BEAUTY AND BEAST

MEMORY 3

GARMENT GODDESS

MEMORY 4

GODDESS REVEALED



EH, AT LEAST THIS WAY
I GET TO FEEL USEFUL.
HEH HEH.

At first, Rene was embarrassed when Avan spotted her doing the laundry. She had been keeping it a secret because she didn't want her classmates to feel like they owed her something, and it only made Rene more uncomfortable when the rumors of a "Garment Goddess" started floating around.

BASE VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

DIALOGUE EVENT VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

❖ BATTLE DRESS UNIFORM



CHARACTER DEVELOPMENT ANECDOTE

We designed Rene around the concept of a girl who is "beautiful on the inside," so we intentionally did not give her a particularly attractive appearance. We paired her up with Magari because we needed Rene to be close to a cute girl in order for her drama to unfold, but we didn't want the cute girl to be so attractive as to squash Rene's self-esteem entirely. Rene turned out to be the perfect "wholesome girl" character, and even Chief Producer Shuntaro Tanaka fell for her immediately. (laughs) (Sega - Ozawa)



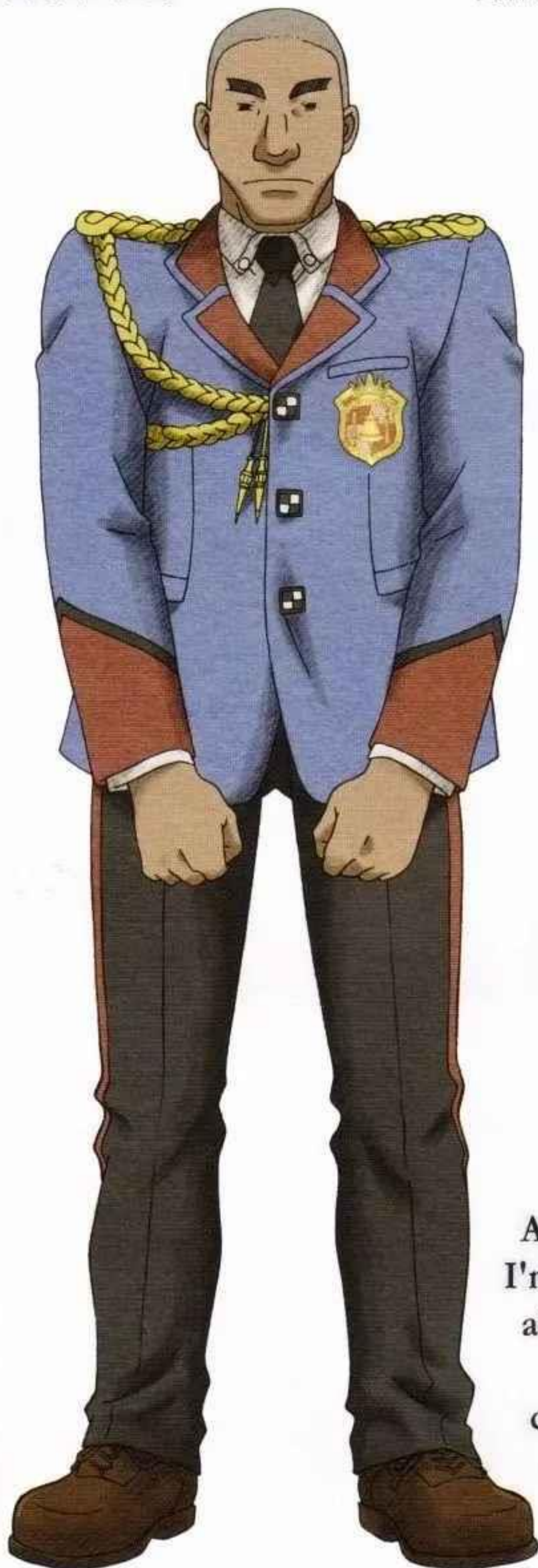
Raymond Moen

レイモンド・モーエン

◇ GENDER: Male ◇ AGE: 20 ◇ HEIGHT: 187cm ◇ RACE: Gallian ◇ UNIT CLASS: Engineer

Character Voice

Masaru Suzuki



RAYMOND'S PERSONAL POTENTIALS

Awkward	Accuracy decreases.
Calm Heart	Evasion and Defense increase when three or more enemy units are nearby.
Coward	Accuracy decreases when there are no allies nearby.
Fruits of Labor	Evasion, Defense, and Resistance to Status Effects increase.

COMBAT QUOTES

- "U-Use me as a shield. I don't mind. I'm built tough." ● "Sorry."
- "I'll try my hardest, everybody." ● "Nothing personal." ● "Oh no..."
- "Whew." ● "Hostile sighted!" ● "I see one!"
- "Training is never wasted." ● "Thank you so much."

A TRUE "GENTLE GIANT"

With a large build and strength to match, Raymond's appearance is almost the direct opposite of his timid and gentle personality. Everyone around him expected great combat skills from him on the battlefield, but Raymond requested to be placed as an Engineer so he could help people by healing them instead. Even after a lot of effort on Raymond's part, his discomfort around blood and his clumsy hands made him a rather poor Engineer. Raymond began to wonder if he should give up on being an Engineer, but Avan helped him realize that there are some things only he can do. During a mission, Raymond successfully saved Joachim, Marion, and Nichol by carrying all three injured classmates back from the edge of an enemy camp. Everyone praised Raymond for the daring rescue, and started calling him the "walking field hospital". After graduating from Lanseal, Raymond became a firefighter and continued to use his natural strength to help people. The puppet show he puts on to raise fire awareness, entitled "The Squirrel and the Mountain Fire", became quite popular.



Raymond may not be the most dexterous person in the world, but he excels at cooking. He is also quite serious about school, and trains every day to become a better engineer.

RAYMOND IN CLASS G

BELOVED BY ALL

Everyone in the class knows Raymond as the kind and dedicated guy that he is, and they all tend to look upon him kindly. His lovable personality is no doubt the reason why no one had a harsh word for him whenever he was unable to perform his duties as an engineer perfectly. Raymond tends to hang out with the other shy boys of the class.



RENE'S THOUGHTS ON RAYMOND

"Raymond's cooking is the best! I wonder if he'll teach me how to cook... though I guess that kind of thing wouldn't really suit me, would it?"

CALLS AVAN

AVAN

Ah! S-Sorry!
I'm sorry! I've
always been
bad at
controlling
myself...

COMPATIBLE CLASSMATES



NICHOL => P58



RENE => P92



MORRIS => P108

FACIAL EXPRESSIONS



RAYMOND IN EVENTS

UNCERTAIN ABOUT HIS POSITION AS AN ENGINEER

Raymond specifically requested to be placed as an Engineer because he wanted to help others. Most of his teachers, however, recommended that he become some kind of offensive unit. His decision was made even more difficult by the fact that Raymond simply is not very good at performing an Engineer's duties. Avan felt the most important thing was to prioritize Raymond's wishes, so he was always ready with encouraging words for Raymond. Unfortunately, Raymond's lack of improvement with Engineers' skills only served to reduce his confidence. Then one day, a number of his classmates were injured near enemy territory with no hope of rescue. Raymond was able to use his superhuman strength to extract all of his injured classmates. Learning that he could use his natural strength to help others gave Raymond the confidence boost he needed to continue pursuing the path of an Engineer.

MEMORY 1 THE TIMID GIANT

MEMORY 2 RAYMOND'S WORRY

MEMORY 3 FINDING YOURSELF

MEMORY 4 A FINE ENGINEER

IALOGUE EVENT VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

❖ BATTLE DRESS UNIFORM



CHARACTER DEVELOPMENT ANECDOTE

Raymond is another character whose core design involves the gap between his external and internal traits, though in a much different way from Marion. We wanted to create an Engineer character who would make everyone ask, "Why is this guy an Engineer?" To this end, we knew we wanted a big strong guy who would play out a story where someone who was not naturally gifted as an Engineer finds success in that class anyway. His appearance and character event both came together quite smoothly. Raymond's a really good guy, and he's very humble despite the fact that he's older than most of the students in Class G. An interesting bit of trivia is that Raymond closely resembles one of the designers on the development team. (laughs) (Sega - Ozawa)

MEMORY 4: A FINE ENGINEER



THIS IS ABOUT ALL I CAN DO...

Raymond was never very good at tending to wounds, which is one of the main duties of an Engineer. But Avan helped him to discover that he could figure out his own unique way of becoming an effective Engineer.

BASE VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM



Randy Hamsun

ランディ・ハムスン

◇ GENDER: Male ◇ AGE: 17 ◇ HEIGHT: 174cm ◇ RACE: Gallian ◇ UNIT CLASS: Engineer

CHARACTER VOICE

Nobunaga Shimazaki



Ha ha!
I'll try my best
not to let you
guys down.

RANDY'S PERSONAL POTENTIALS

Show-Off	Defense increases when spotted by five or more enemy units.
Born Leader	Defense increases when three or more allies are nearby.
Comaraderie	Evasion increases when an ally of the same unit class is nearby.
Dark Side	Chance to inflict Status Effects increases when no allies are nearby.

COMBAT QUOTES

- "Right, I'm off!" ● "Out of the way!" ● "How unfortunate."
- "New sighting!" ● "Count me in!" ● "I'll show you what I'm capable of!"
- "Heh heh. I'm on a roll!" ● "I could accomplish anything!"
- "There must be some mistake. I can't be... not here..." ● "Ugh, if I must..."

IMPENETRABLE MASK

Randy is the vice president of the student union at Lanseal. His top grades and unquestionable grace have won him the respect and friendship of his fellow students. Behind the pleasant smile, however, lies a dark and ambitious young man who is willing to use any means necessary to remove a perceived obstacle. Since he realizes that he must maintain his friendly image, Randy's perfectly disarming demeanor has only been cracked by a select few. After graduating from Lanseal, Randy took on a career in politics, knowing it would offer him a position of power in the future.



The former president of the student union quit because of Randy's underhanded interference.

RANDY IN CLASS G

GAINED POPULARITY BY HIDING HIS TRUE FACE

Randy knew he would have to gain the favor of his fellow students in order to stand at the pinnacle of the academy, so he usually puts on his flawless "nice guy" act despite the fact that he actually looks down on everyone. Melissa knows Randy's secret and will sometimes use it to shake him up.



MELISSA'S THOUGHTS ON RANDY

"Everyone thinks he's such a nice guy... but... *giggle* I see right through him..."

CALLS AVAN

AVAN (GOOD)
HARDINS (EVIL)

COMPATIBLE CLASSMATES



MELISSA => P66



FRANCA => P76



MORRIS => P108

FACIAL EXPRESSIONS



◉ RANDY IN EVENTS

RANDY'S DARK PLOT AND ZERI'S COUNTERATTACK

Avan was paying an innocent visit to the student council room when he overheard Randy talking to himself. It became clear even to Avan that Randy had a sinister, ambitious side to him. Alarmed that Avan had discovered his true face, Randy decided to take measures to remove Avan from the picture. By using underhanded methods, Randy gradually made Avan look less and less trustworthy. Ever watchful, Zeri soon figured out what Randy was doing, and swapped Randy and Avan's canteens when Randy put some ultra-strength laxatives in Avan's canteen. By drinking out of what he thought was his own canteen, Randy was forced to go out on a mission with ultra-strength laxatives thrashing about his innards. Once the mission was over, Randy collapsed and was rushed to the campus hospital. Avan visited Randy and warned him not to try anything like that again, and Randy conceded. Little did Avan know that Randy hadn't truly learned his lesson, and planned on getting his revenge some day...

MEMORY 1 VICE PRESIDENT

MEMORY 2 HIS TRUE FACE

MEMORY 3 A DARK PLOT

MEMORY 4 REVENGE



HEH HEH HEH...
IT WON'T BE LONG NOW.

From making it look like he was cheating during a test, to raising suspicions that he was trying to steal a look under Anisette's skirt, Randy used any means necessary to tarnish Avan's reputation.

BASE VISUALS



◇ WINTER UNIFORM

◇ SUMMER UNIFORM

DIALOGUE EVENT VISUALS



◇ WINTER UNIFORM

◇ SUMMER UNIFORM

◇ BATTLE DRESS UNIFORM



CHARACTER DEVELOPMENT ANECDOTE

With the classmate system the way it is, the general flow is that you get to know each classmate better as you improve your relationship with them. We wanted to offer up a character that really made good use of this system, and we decided that a "two-faced character" would do just that. The usual formula is for the player to try and get to know a seemingly unpleasant person to discover that they are actually really nice. With Randy, we deliberately went in the opposite direction. (laughs) Randy's evil side is his main identity, and we felt it would cheapen his existence if we went the easy route of having him turn good by the end of the game... so he remains pretty evil through and through. (Sega - Ozawa)



Heinz Gilden

ハインツ・ギルデン

◇ GENDER: Male ◇ AGE: 24 ◇ HEIGHT: 180cm ◇ RACE: Gallian ◇ UNIT CLASS: Engineer

Character Voice

Shunzo Miyasaka



Here
you are,
sir.

HEINZ'S PERSONAL POTENTIALS

Pollen Allergy	HP continually decreases while standing on grass terrain.
Darcsen Hater	Defense decreases when a Darcsen is nearby.
Like-Minded	vs. Personnel increases when an ally of the same unit class is nearby.
Master for Life	Defense increases when Avan is nearby.

COMBAT QUOTES

- "Let us proceed. May victory be ours!"
- "I can still serve..."
- "I... failed you."
- "I could prepare tea for an archduke!"
- "I see there's no call for politeness."
- "You are a little... dusty, aren't you?"
- "Immediately, sir!"
- "I shall accompany you!"
- "Let us march together!"
- "So it was you I was born to serve."

BUTLER SEEKING A MASTER

This efficient and considerate butler lost his former master in the war. Heinz came to Lanseal in hopes of finding a new master worthy of his talents. He believes he was born to be a butler, and behaves accordingly even when dealing with his classmates. While searching for his new master, Heinz also wanted to participate in the Pan-European Butler Championship, but required a partner for some of the events. Avan agreed to join him, but an urgent mission before the championship revealed to Heinz that Avan was willing to risk himself for others. Impressed, Heinz decided that Avan was the new master he had been searching for, but Avan refused his services. Even after graduating from Lanseal, Heinz couldn't imagine serving anyone other than Avan, so he retired from his career as a butler and opened a tea house instead.



Heinz's skill at pouring the perfect cup of tea is unparalleled. He can randomly pull a teapot and cup out of thin air and start pouring at any time and place.

HEINZ IN CLASS G

GETTING ALONG WITH NATURAL MASTERS

Heinz considers the life of a butler to be his natural calling, and as such, attempts to serve all those around him as a proper butler should. This behavior makes some of his classmates uncomfortable, so he gets along best with royalty like Helmut and Nahum, as well as anyone else who is willing to accept his stellar service.



NAHUM'S THOUGHTS ON HEINZ

"His excellent skills are wasted here! He should come to Dryer, where I would grant him the honor of serving me personally!"

CALLS AVAN

AVAN,
MASTER HARDINS,
SIR

COMPATIBLE CLASSMATES



HELMUT => P60



CHLOE => P68



NAHUM => P74

FACIAL EXPRESSIONS



HEINZ IN EVENTS

NEW MASTER FOUND

Believing that winning the Pan-European Butler Championship would aid his efforts to find a worthy new master, Heinz asked Avan to be his partner in the team events. Heinz had been watching Avan during missions, and determined that his ability to adapt could help them win the championship. Avan agreed to participate in the championship, and submitted himself to Heinz's intense butler training. Avan's butler skills were starting to come together when they received orders to head out to the Diebal Mountains, where the rebels were attacking a Darcsen settlement. Toward the end of the mission, Avan willingly handed himself over to the rebels unarmed in exchange for the safe release of some Darcsen hostages. Heinz saw something of his old master in Avan's actions, and deemed Avan to be worthy of his services.

MEMORY 1 HEINZ THE BUTLER

MEMORY 2 SPECIAL TRAINING

MEMORY 3 TO DIEBAL

MEMORY 4 HIS TRUE MASTER



BY YOUR LEAVE, I WOULD OFFER YOU MY SERVICES UNTIL THE END OF MY DAYS.

Heinz offered a lifetime of butler services to Avan, but Avan refused, saying, "You're my friend, Heinz. I can't be my friend's master. We're equals." Heinz could not find the desire to work for anyone other than Avan, so he has since retired from his career as a butler.

BASE VISUALS



DIALOGUE EVENT VISUALS



CHARACTER DEVELOPMENT ANECDOTE

During development, one of the female staff members came out with the odd request, "I want a butler character." We didn't see the harm in having one as a hidden character, so the request was approved. (laughs) So Heinz is a pretty random character that was created for very random reasons, and being a butler is everything as far as his character design is concerned. The fact that he is always pouring tea during dialogue events, and the outrageous butler tournament event we concocted were all details that served only to emphasize Heinz's butler nature. A good butler should be expected to be pouring the perfect cup of tea at all times. (laughs) (Sega · Ozawa)





Sofia Collins

ソフィア・コリンズ

◇ GENDER: Female ◇ AGE: 19 ◇ HEIGHT: 162cm ◇ RACE: Gallian ◇ UNIT CLASS: Engineer

Character Voice

Yuka Saitoh



Tee hee...
I'm going to
eat him alive,
deboned and
gasping for
air.

SOFIA'S PERSONAL POTENTIALS

Dexterous	Evasion increases.
Sadist	vs. Personnel increases when attacking.
Man Hater	Accuracy decreases when a male ally is nearby.
Avan Lover	vs. Personnel increases when Avan is nearby.

COMBAT QUOTES

- "Get ready for me." ● "Beatdown's on its way, kids." ● "Look at you."
- "The world needs fewer men." ● "I'll help you, Avan."
- "Did you really think you had a chance? Idiot." ● "Hmph."

MERCILESS SEDUCTRESS

With a pretty face and killer body, Sofia is the most erotic presence on campus. Her personality is akin to that of a sadistic demon, and she uses her natural assets to toy with the emotions of the Lanseal boys. In the past, Sofia was made a fool of by the boy she liked, and so her mistreatment of countless boys was her way of getting revenge. When Avan not only resists her advances, but goes so far as to scold her, she reassesses her behavior and genuinely falls in love with Avan. She ends up graduating without telling Avan how she feels, but she takes a job at a soccer pub hoping that she will see him again. Even after all of this, though, Sofia still hates men in general.



Many unfortunate boys have fallen for Sofia's womanly wiles. She has gotten out of class several times by pretending to be ill.

SOFIA IN CLASS G

INDEPENDENT WOMAN

Sofia has never attempted to play nice with her classmates, nor has she joined in on any girls' conversations. Even Coleen, who came to Lanseal at the same time as Sofia, has never seen Sofia befriend anyone.



FRANCA'S THOUGHTS ON SOFIA

"There are so many rumors going around about Sofia and countless guys. I don't understand what they see in her... what? Her breasts!? That's it... c'mere!!"

CALLS AVAN

AVAN

COMPATIBLE CLASSMATES

NONE

FACIAL EXPRESSIONS



SOFIA IN EVENTS

MAN HATER FALLS IN LOVE

One day, Avan interrupted a fight between Sofia and a boy from Class C. Sofia had been toying with the emotions of male students all over Laseal, and had earned the anger of more than one victim. She decides that Avan will be her next target, and starts using all of her seduction tricks on him. Avan, however, is far too dense to pick up on any of Sofia's obvious hints, and leaves her wondering if he is different from the other boys. Then a student from Sofia's old school transfers into Class C, and his old stories about Sofia reveal the source of her cruel ways. As it turns out, Sofia had been tricked by her former schoolmates into thinking that the boy she liked felt the same way about her. The boy asked her out, then stood her up just so they could laugh at her the next day. Sofia was hurt deeply by this incident, and from that point on, spent all of her time seducing boys only to break their hearts. She seemed to feel righteous in her actions until Avan slapped her across the face and told her that what she was doing was wrong. Seeing the truth in Avan's words, Sofia reconsidered her behavior, and fell in love with the guy who had set her straight.

MEMORY 1 A ROGUSH GIRL

MEMORY 2 WHO NEEDS MEN?

MEMORY 3 SOFIA'S PAST

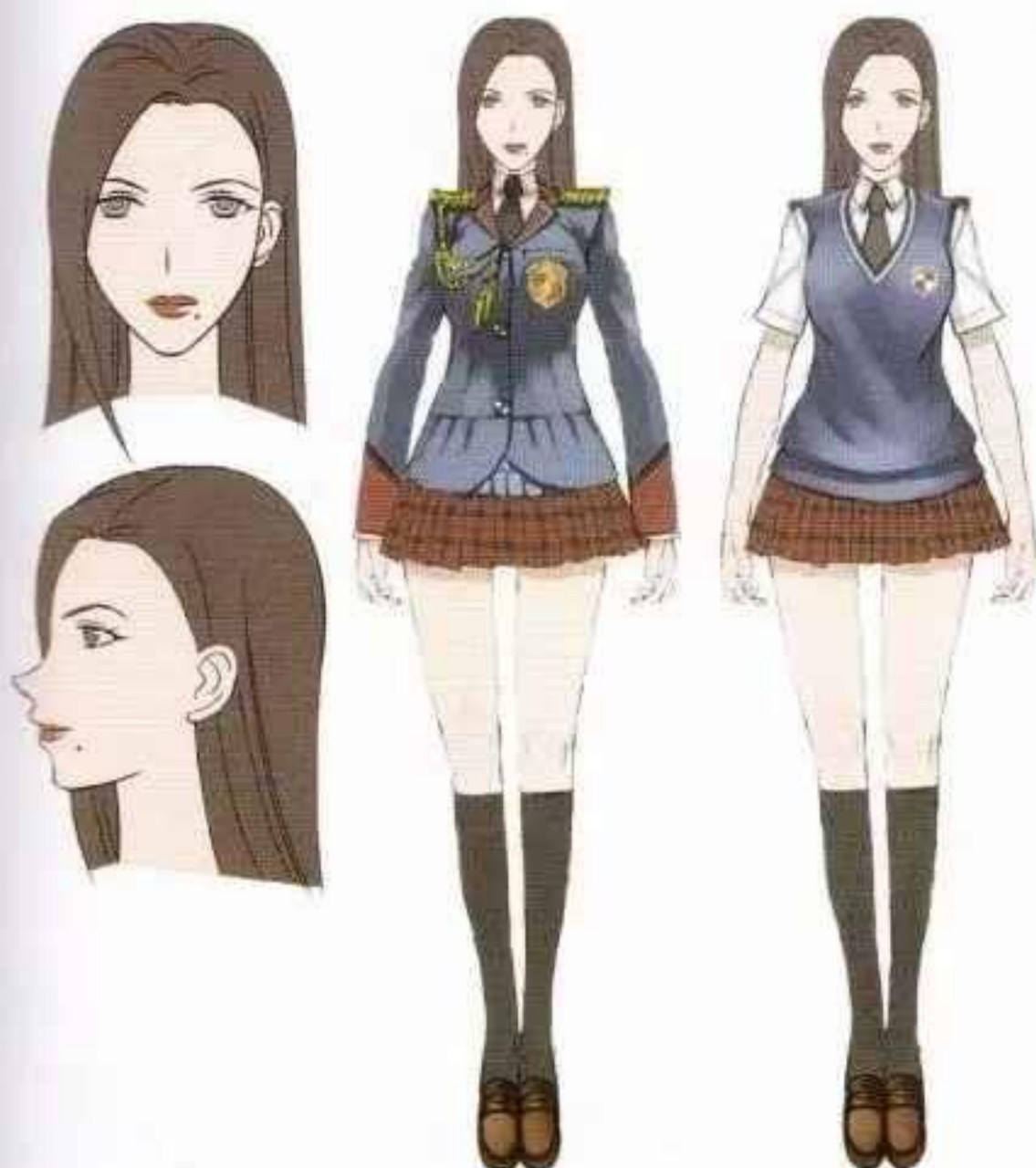
MEMORY 4 TO LOVE AGAIN



MAYBE I'LL GIVE THE WHOLE LOVE THING ONE MORE TRY.

Completely oblivious to Sofia's attempts at seducing him, Avan scolded Sofia for the cruel way in which she treated other boys, and went so far as to tell her that a good guy would genuinely fall in love with her someday. Moved by Avan's sincerity, Sofia starts to see him as a "true man".

BASE VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

DIALOGUE EVENT VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

❖ BATTLE DRESS UNIFORM

CHARACTER DEVELOPMENT ANECDOTE

Sofia came about because we wanted to include a seductress character, and we also wanted someone who was at the opposite side of the spectrum from cute and wholesome characters like Cosette and Marion. We designed Sofia to be a more directly erotic presence. The beauty mark at the corner of her mouth is the very symbol of a sexy woman. I actually recall having a heated debate about where exactly we would place her beauty mark. (laughs) With these ideas as a starting point, we tossed around different ideas of how to create a good drama around a girl who went around seducing every guy in sight. We eventually ended up at the key word "revenge". We also wanted at least one character to seriously fall in love with Avan, so Sofia was also given that role. (Sega - Ozawa)





Magari

マガリ

◆ GENDER: Female ◆ AGE: 16 ◆ HEIGHT: 153cm ◆ RACE: Darcsen ◆ UNIT CLASS: Engineer

Character Voice

Satomi Satoh



I'm sorry...
I'm just not
interested.

MAGARI'S PERSONAL POTENTIALS

Stage Fright	Becomes unable to move when spotted by three or more enemy units.
Darcsen Bond	Defense increases when a Darcsen is nearby, whether ally or enemy.
Bookworm	Evasion decreases when entering camp.
Reveler	Accuracy increases when standing on dirt or grass terrain, or if water is nearby.

COMBAT QUOTES

- "E-everyone? Let's all try our best." ● "I'll do what I can." ● "Stay away!"
- "Er... did I do that right?" ● "I'll provide cover." ● "We can do this, I know it!"
- "Er... first I pull this, then..." ● "I only had two chapters left..."
- "I want to see it for myself!" ● "I'm sorry. I... I knew I wouldn't be much help."

LIVING INSIDE BOOKS

Magari is best friends with Rene, even though the two girls are polar opposites when it comes to personality. Magari is an introverted Darcsen girl who enjoys reading books. She spends all of her free time with her nose in one book or another, so she has quite a bit of information stored inside her head. For Magari, reading books wasn't just a hobby, it was an escape that allowed her to avoid going outside and interacting with others. It wasn't until Welkin intervened that she learned the joy of experiencing the world firsthand. Since then, Magari has often been seen heading outdoors with notepad in hand, ready to take notes about anything that might pique her interest. After graduating from Lenseal, Magari got a job as an editor. She was assigned to a rather moody author, but was able to break through their shell by using the notes in her notepad as topics of discussion.



Spending a lot of time reading left Magari with very little physical endurance. Her athleticism is low, as is her resistance to cold.

MAGARI IN CLASS G

AVOIDS BOYS BUT REMAINS POPULAR

Though Magari is not one to join in on big group discussions, she does seem comfortable enough to chat with Rene and Raymond on a regular basis. Magari has never shown any interest in love, but that hasn't stopped countless male students from trying their hand at winning her heart. When it comes to boys, Rene acts as a fierce guard dog, and that is probably why none of the boys from Class G have ever made a move on Magari.



REINER'S THOUGHTS ON MAGARI

"She's always reading books. Studying is important, but you need to train your body too if you want to survive on the field of battle!"

CALLS AVAN

AVAN

COMPATIBLE CLASSMATES



JUGIN => P86



RENE => P92



MISCHUTT => P112

FACIAL EXPRESSIONS





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CALLS AVAN

AVAN

COMPATIBLE CLASSMATES



JUGIN => P86



RENE => P92



MISCHUTT => P112

FACIAL EXPRESSIONS



• MAGARI IN EVENTS

THE JOY OF ACTUALLY LIVING LIFE

Concerned that Magari was spending too much time holed up in the library, Avan attempted to coax her outdoors. Magari refused to leave the library, insisting that everything she needed to know could be found in books. As an example, Magari described the traits of an insect known as the cerulean scarab, only to have Welkin interject that her description was not entirely accurate. Magari argued that her description was exactly what was recorded in the books, which it was, but Welkin insisted that there was more to the world than what she could find in books. Led by Welkin, Avan and Magari got the chance to see a live cerulean scarab in the forest, and they also saw firsthand how the book's description was not entirely true. Finally understanding that her books did not contain all that there was to see in the world, Magari started opening herself up to new possibilities.

MEMORY 1 THE BOOKWORM

MEMORY 2 WELKIN'S POINT

MEMORY 3 SCARAB MYSTERY

MEMORY 4 SEE FOR YOURSELF



... I'M SURPRISED.
IT WAS SO MUCH
PRETTIER IN PERSON.

When he was younger, Welkin had observed cerulean scarabs for himself and taken notes that did not always agree with the information contained in textbooks. By taking Magari to observe a live cerulean scarab, he was able to teach her the benefits of learning from nature itself.

BASE VISUALS

DIALOGUE EVENT VISUALS



CHARACTER DEVELOPMENT ANECDOTE

We needed Magari to be pretty so Rene would compare herself to her, and we also needed Magari to be a bookworm so we could get some meaningful interactions from Welkin. Since Welkin went on to become a teacher after the first game, we thought it would be great to create a student specifically for him. We intentionally designed Magari to be a bookworm so she would be the complete opposite of Welkin, who prefers to get out there and see things for himself. Since we were tying Welkin's character to Magari in this way, we wanted the player to reminisce about Isara, and that's why we made Magari a Darsen. The use of the Darsen cloth was the designer's idea, and it's one of my personal favorite aspects of her design. (Sega - Ozawa)



Vicky Baytear

ビッキー・ベイティア

◇ GENDER: Female ◇ AGE: 15 ◇ HEIGHT: 145cm ◇ RACE: Gallian (Jamka tribe) ◇ UNIT CLASS: Engineer

Character Voice

Mai Aizawa

VICKY'S PERSONAL POTENTIALS

Wild Child	Evasion increases when crouching.
Hunter Instinct	Accuracy increases when attacking.
Dog-Eat-Dog	Healing Effect decreases when using Ragnaid.
Considerate	Healing Effect increases when using Ragnaid.

COMBAT QUOTES

- "I am here!" ● "Ready when you are!" ● "Kaboom!" ● "So weak!"
- "Got one!" ● "I grow stronger. Stronger!!" ● "Hurts..."
- "Take me back... to my people."

LIVING THE LAW OF SURVIVAL

Vicky comes from the Jamka tribe, an indigenous minority of hunters in western Gallia who have preserved their traditional culture and way of living. She was prized as a gifted hunter among her people, though the secluded tribe life did not infuse her with much in the way of common social graces. Believing that only the strong should survive, Vicky initially expressed distaste for her role as an Engineer, as well as some of her less powerful classmates. After having her life saved by Cosette, however, Vicky starts to reassess the value of an Engineer. After graduating from Lanseal, Vicky was caught chasing her "prey" into a farmer's field. The farmer took a great liking to the wild child, and she has lived on the farm ever since as a shepherd.



Vicky is full of zest and wears her summer uniform all year long, even through the cold months of winter. It was her superior physical aptitude that got her scouted by Lanseal.

VICKY IN CLASS G

NATURALLY CAUSING TROUBLE

Vicky often troubled her classmates when she first arrived by taking the most unexpected actions. She even went so far as to try and eat Jarde. Vicky slowly got used to life at the academy through her continued exposure to Cosette and the others, and even managed to make a few friends. She has shown a particular liking for Erik.



CHLOE'S THOUGHTS ON VICKY

"Wild and agile movements... irrational actions... might make a great theme for a new piece."

CALLS AVAN

AVAN

COMPATIBLE CLASSMATES



MELISSA => P66



ERIK => P70



PETE => P72

FACIAL EXPRESSIONS



It's the weakling's
own fault.
They should get
stronger!

VICKY IN EVENTS

HELPING EACH OTHER

Avan was constantly troubled by Vicky, who only valued the strength of the individual. Vicky believed that helping others was a waste of time, and that Engineers were weaklings incapable of real battle. Cosette patiently explained the need for Engineers out on the battlefield, but Vicky refused to listen. One day, while out on a mission, Vicky injures her leg and is unable to escape an approaching squad of Rebels. Faced with certain death, Vicky felt real fear for the first time in her life. Ignoring the dangers, Cosette rushed to Vicky's rescue and patched up her injured leg. Vicky understood the risks Cosette took to save her, and was deeply grateful. This incident taught Vicky that assisting allies was just as important as defeating enemies on the battlefield, and she discovered a new zeal for her role as an Engineer.

MEMORY 1 WILD VICKY

MEMORY 2 FAILED ENGINEER

MEMORY 3 ON THE HUNT

MEMORY 4 ENGINEER'S ROLE



**YOU SAVED MY LIFE!
THANK YOU!**

With a strong competitive streak, Vicky had always looked down upon those she considered "weak" and "incapable of protecting themselves", but a single incident during a mission was enough to reform Vicky into a caring and considerate Engineer.

BASE VISUALS



◇ SUMMER UNIFORM
(WORN DURING BOTH SUMMER
AND WINTER SEASONS)



DIALOGUE EVENT VISUALS



◇ SUMMER UNIFORM
(WORN DURING BOTH SUMMER AND
WINTER SEASONS)



◇ BATTLE DRESS
UNIFORM



CHARACTER DEVELOPMENT ANECDOTE

As with Raymond, we were aiming for an unexpected pairing of personality and class unit. Vicky and Raymond are total opposites in that Raymond wanted to be an Engineer despite the opposition of those around him, whereas Vicky hated being an Engineer even though she was told she had the aptitude for it. Since she had to hate the idea of Engineers, that helped to shape her wild and violent personality. While trying to figure out how to best convey her aggressive nature, one of the designers suggested a tribal origin. I think Vicky's character also enhanced Jarde's presence in the game. (Sega - Ozawa)



Joachim Osen

Character Voice

Hirokazu Miyahara

ヨアヒム・オーセン

♣ GENDER: Male ♣ AGE: 17 ♣ HEIGHT: 175cm ♣ RACE: Gallian ♣ UNIT CLASS: Armored Tech

JOACHIM'S PERSONAL POTENTIALS

Impatient	Defense decreases while prone.
Youngest Child	Accuracy and Defense decrease when moved with the last Command Point.
Luck-Pusher	Defense increases when there are three or more allies nearby.
Lucky	Does not set off mines.

COMBAT QUOTES

- "This'll be a cakewalk! For you guys. Without me." ● "Yeah, okay. Sure!"
- "And I'm off!" ● "No dodging, now!" ● "Ha, look at me!"
- "H'yeah, that's right!" ● "It's a hostile!" ● "I am on the luckiest streak ever!"
- "Alright, alright, alright! Whoo!" ● "Now I've gone and done it."

THE "UNLUCKIEST" LUCKY MAN

This happy-go-lucky guy tends to jump the gun on many things. He was spoiled rotten by his elder sister, so he can also be quite lazy at times. Most of his comments lean towards the pessimistic, yet he has a redeeming quality that no one can deny. The one thing that truly makes Joachim different from the others is his uncanny luck. Not many people could have survived on pure luck the way Joachim has, but he still seems unsatisfied, as he often refers to himself as the "unluckiest guy in the world". Upon graduating, he states his intention to gain some independence, and joins the Gallian regular army. As luck (or) would have it, the army was running short on rooms in the men's dormitory, so Joachim was assigned a room in the women's dormitory. Poor Joachim.



A very easygoing guy without a shred of diligence. Joachim has a healthy appetite for girls, but so far the interest has not been mutual.

JOACHIM IN CLASS G

LOVABLE IF EXASPERATING FOOL

Loud and cheerful, Joachim has no trouble standing out in a crowd. His classmates tend to roll their eyes whenever he claims to be "unlucky", which is often, but they still can't help but be attracted to his natural charm. His genuine personality has won him many friends, but some of his closest friends may not always be a good influence on him.



LAVINIA'S THOUGHTS ON JOACHIM

"He needs to quit whining about being 'unlucky' all the time! If he's a real man, he needs to grow a spine!"

CALLS AVAN

AVAN

COMPATIBLE CLASSMATES



PETE => P72



VARIO => P84



JAMILL => P110

FACIAL EXPRESSIONS



I knew it!
I'm the unluckiest
guy in the world!

JOACHIM IN EVENTS

JOACHIM REMAINS UNCONVINCED

Everyone considers Joachim to be one of the luckiest guys in the world, but Joachim refuses to accept that fact since his luck hasn't been enough to make his bigger wishes come true. During a trivia contest at school, Joachim's luck was enough to carry him through to the final round, but a single wrong answer left him with nothing but a small statue of the headmaster. Joachim takes this as yet another sign that he is the unluckiest guy in the world. Soon after, Joachim is shot during a mission, and everyone prepares to bid him a tearful farewell... until Zeri points out the lack of blood. Upon inspection, it is revealed that the statue of the headmaster Joachim had won during the trivia contest had taken the bullet for him. Even as his classmates rejoiced over this miraculous stroke of luck, Joachim complained about the misfortune of having his precious statue ruined.

MEMORY 4: LUCKIEST OF ALL



NGH... I KNEW I HAD
BAD LUCK, BUT...
THIS IS THE WORST...

The statue of Headmaster Kluivert saved Joachim's life, but Joachim was too preoccupied with the damage to his favorite statue to acknowledge this lucky break.

MEMORY 1

UNLUCKY

MEMORY 2

BOOBY PRIZE

MEMORY 3

JOACHIM'S LAMENT

MEMORY 4

LUCKIEST OF ALL

BASE VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

DIALOGUE EVENT VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

❖ BATTLE DRESS UNIFORM



CHARACTER DEVELOPMENT ANECDOTE

Joachim was created to epitomize the idea of "Useless Class G". We wanted a character that would constantly spout things like "Agh, I can't!" and "I don't want to do this anymore!" Of course, if that's all there was to his character, most people would find him difficult to like. So we set him up in a situation where his comments are entirely justified from his perspective, in such a way that the player could understand where he was coming from. We basically built his character around the potential of what "lucky" can mean. (Soga - Ozawa)



Morris Lling

モーリス・リング

◇GENDER: Male ◇AGE: 18 ◇HEIGHT: 165cm ◇RACE: Gallian ◇UNIT CLASS: Armored Tech

Character Voice

Yujiro Kakuda



MORRIS'S PERSONAL POTENTIALS

Pessimist	Evasion decreases when AP drops below half.
Wholehearted	vs. Personnel and vs. Armor increase when HP drops below half.
Timid	Low self-confidence lowers Defense.
Moonglow	vs. Armor increases when Coleen is nearby.

COMBAT QUOTES

- "Go down!" ● "I... I did it!" ● "Hostile sighted." ● "I can't lose!"
- "I'm just not the manly type..." ● "I... I love her..." ● "Here I go!"
- "Things may actually work out!" ● "I feel calm... settled..."
- "Medic! This way, quickly!"

PESSIMISTIC YET KIND

Morris is plenty kind and thoughtful, but lacks the confidence to assert these traits. He has a tendency to be pessimistic, especially about his height (or lack thereof) and lack of athleticism. What Morris didn't realize, however, was that some people found his unassuming ways to be quite attractive. One day, Morris sees Coleen staying after class to practice, and falls in love with her diligent spirit. With a lot of emotional support from Avan and Cosette, Morris finally confesses his love to Coleen, and the two become a happy couple. After graduating from Lanseal, Morris studies to become a lawyer so he can stand up for those who are unwilling or unable to stand up for themselves.



Morris is easily scared, so he tries to avoid things like ghost stories and tests of courage. Still, he has the conviction to see his decisions through to the end.

MORRIS IN CLASS G

FADING INTO THE BACKGROUND

Morris rarely speaks his mind in front of others, and is therefore often overlooked in class. He recognizes this as one of his shortcomings, and views people like Avan and Randy with admiration. Morris gets along best with the other shy boys in the class, like Nichol and Raymond, and the trio are constantly trying to help each other overcome their personal issues.



ERIK'S THOUGHTS ON MORRIS

"Morris? I don't know him that well, but I heard he got himself a girlfriend recently. If that's true, he's going to need to step it up a notch!"

CALLS AVAN

AVAN

COMPATIBLE CLASSMATES



NICHOL => P58



RAYMOND => P94



RANDY => P96

FACIAL EXPRESSIONS



It's obviously hopeless.
There are some things you
just have to accept.

MORRIS IN EVENTS

TRAINING UNDER AVAN TO BECOME THE IDEAL MAN

Hoping to get a bit of the Avan charm to rub off on him, Morris asked Avan to train him to become more manly. When Avan asked for his reasons, Morris explained that the girl he loves prefers stronger men. Avan happily obliges, but no amount of training seemed to make any significant difference in Morris. Even as Morris prepared to give up, Cosette jumped in to encourage him with the legend of the moonglow flower. Determined to change his "can't do" attitude, Morris ran headlong into the dangerous desert environment in search of the fabled flower. Upon successfully finding a moonglow, Morris finally makes up his mind to tell Coleen how he feels.

MEMORY 1 TO BE A MAN

MEMORY 2 AVAN'S DISCIPLE

MEMORY 3 TO CONFESS LOVE

MEMORY 4 SHOWING DEVOTION



**I DON'T WANT TO GIVE UP!
I'M IN LOVE WITH HER!**

Morris and Coleen both liked each other, but their lack of confidence prevented them from realizing their mutual feelings. With a little nudging from Avan and Cosette, the two eventually expressed their feelings to each other and became an official couple.

BASE VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

DIALOGUE EVENT VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

❖ BATTLE DRESS UNIFORM

CHARACTER DEVELOPMENT ANECDOTE

Since Coleen was designed to be a popular girl, we wanted the boy she would eventually go out with to be the kind of character that would leave the male players fuming. (laughs) Still, we had to make sure Coleen's romantic feelings for Morris were reasonable, so we turned to our female staff members to refine Morris as a character. They came up with the brilliant backstory of a boy who grew up in a big family comprised mostly of females, which granted him a natural ease in the company of girls. Coleen had been growing tired of all the boys trying to force their affections on her, so it made perfect sense that she would be attracted to a boy like Morris, who was kind to her without expecting anything in return. I was very impressed with what our female staff members created, as it fulfilled our needs perfectly, and it was certainly something I never could have come up with myself. (Sega - Ozawa)





Jamill Caines

Character Voice

Hiromu Miyazaki

ジャミル・カインズ

◇GENDER: Male ◇AGE: 32 ◇HEIGHT: 183cm ◇RACE: Gallian ◇UNIT CLASS: Armored Tech



The
unlucky
die and
leave the
lucky ones
behind to
clean up.

JAMILL'S PERSONAL POTENTIALS

Lone Wolf	Evasion decreases when three or more allies are nearby.
Lucky Dice	Chance to inflict Status Effects increases.
Grim Reaper	Chance to be hit by attacks decreases.
Vagabond	Defense increases.

COMBAT QUOTES

- "Here goes." ● "Think fast!" ● "People around me never last long."
- "Open wide!" ● "Tough luck, pal." ● "Nothing personal."
- "**sigh** Another one." ● "Time to press my luck."
- "The dice are all I believe in..." ● "Luck is on my side this time."

LIVING BY THE DICE

As the only student in his 30s, Jamill is the oldest member of Class G. He fought in the Gallian Campaign, and was the only one in his squad to survive. It was this tragic incident that led him to believe in luck above all else, and he now lets his dice make every decision for him. After the civil war, Jamill became a vagabond wandering through the different regions until a young war orphan grew attached to him. With some minor complaining thrown in for good measure, Jamill settled down to take care of the orphan girl.



Jamill used to be a teacher, but he lost his school and all of his students to the war. Since then, he has avoided forging any meaningful relationships.

JAMILL IN CLASS G

ADMIRER BY SOME

Jamill often upset the balance of Class G with his preference of keeping to himself, as well as his habit of turning to his dice for answers. Despite being a social outcast, Jamill has a nurturing nature that would occasionally peek through his otherwise distant demeanor. The other outcasts of the class think Jamill is quite cool.



INGHILD'S THOUGHTS ON JAMILL

"Jamill is a fool for not realizing that the dice roll as 'He' intends them to roll."

CALLS AVAN

BOY, KID

COMPATIBLE CLASSMATES



ERIK => P70



JOACHIM => P106

FACIAL EXPRESSIONS



JAMILL IN EVENTS

WATCHING AVAN CHANGE FATE

Jamill always carries a pair of dice around with him, stating that he lets the dice make decisions for him. Avan was upset by Jamill because this obsession with dice meant he wouldn't always follow orders. Jamill came to trust his dice and a fate determined by luck during his days with the Gallian militia, when his entire squad was wiped out with Jamill as the only survivor. Avan refused to believe that a pair of dice could determine when a man would live or die, and he dragged Jamill out to the next mission. The battle was going poorly, and all hope seemed lost for Class G when Jamill offered to roll his dice to see if they would survive the day. Avan took Jamill's dice and altered them so that the only result the class would see would be the one indicating everyone's survival. Soon after, reinforcements arrived from Lanseal and Class G made it back safely. In this way, Avan showed Jamill that, though luck does play a part in most things, it is merely one part, with effort and a strong will playing equally important parts. In Jamill's eyes, Avan had just changed fate, and Jamill was convinced to see Avan's efforts through to the end.

MEMORY 1 LIVE BY THE DICE

MEMORY 2 LUCK IS ALL

MEMORY 3 JAMILL'S FEELING

MEMORY 4 TO CHANGE FATE



WHO CARVES ALL THE PIPS OFF A DIE BUT ONE? YOU'RE CRAZY, KID!

When Jamill stated that they would make it off the battlefield alive if his dice showed snake eyes, Avan grabbed the dice and used his field knife to carve off all the pips until only one pip remained on each side, making it impossible for Jamill to roll anything but snake eyes.

BASE VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

DIALOGUE EVENT VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

❖ BATTLE DRESS UNIFORM

CHARACTER DEVELOPMENT ANECDOTE

There were a lot of avid gamblers on the development team, and everyone wanted to fit a gambler character in the game somewhere. We eventually had to give up on the idea of a gambler character because Jamill was initially designed to be a priest, and we simply could not figure out a way to mix the two archetypes. The black high collar that Jamill wears is a remnant from his old priest design. When it was decided that we could give Jamill some kind of gambling prop and still have it make sense in terms of game lore, one of the more popular suggestions was some mahjong tiles, but we couldn't find a way to justify that considering the era and location. [laughs] Instead, we settled for a regular pair of dice. [Sega - Ozawa]





Mischlitt

ミシュリット

◇GENDER: Female ◇AGE: 17 ◇HEIGHT: 157cm ◇RACE: Darcsen ◇UNIT CLASS: Armored Tech

Character Voice

Chihiro Ishiguro



What
could you
possibly
know
about us?

MISCHLITT'S PERSONAL POTENTIALS

Fear of Water	Chance to inflict Status Effects decreases when near water.
Genius	All attributes increase.
Insular	Evasion decreases when no Darcsens are nearby.
Thaw	Chance to inflict Status Effects increases when Avan is nearby.

COMBAT QUOTES

- "Engaging the enemy." ● "Hmm, I see." ● "There are walls we cannot break."
- "A perfect hit." ● "Hostile detected." ● "I want to create a world of equals."
- "See, the answers come on their own." ● "Victory is a simple matter."
- "I feel quite extraordinary." ● "My apologies. This result was... unexpected."

HAVING GIVEN UP ON OVERCOMING PREJUDICE

Mischlitt is a young genius. Intellectual curiosity and diligent study habits always kept Mischlitt's grades at the top. Bullies at school harassed her for being both a Darcsen and a genius, so Mischlitt quickly learned not to trust anyone other than fellow Darcsens. She had all but given up on the notion that Gallians could treat Darcsens as equals until an attack on her hometown proved to her that the members of Class G deserved her trust. After graduating from Lanseal, she went on to study psychology at university and eventually became Gallia's leading mind in cognitive psychology.



Ever logical, Mischlitt had difficulty understanding the concepts of love and romance. She attempted to research the matter at university, but was never able to explain the phenomenon.

MISCHLITT IN CLASS G

STICKING TO DARCSENS

Despite the fact that the battle for her hometown had changed Mischlitt's perception of her classmates, her closest friends were still Darcsens. Since Zeri is a bit unusual for a Darcsen, Mischlitt never did grow particularly close to him.



VARIO'S THOUGHTS ON MISCHLITT

"She says she can't understand love? That's easy to solve! She'll be head over heels as soon as she hears me sing! Here we go...!!"

CALLS AVAN

AVAN

COMPATIBLE CLASSMATES



JUGIN => P86



MAGARI => P102

FACIAL EXPRESSIONS



● MISCHLITT IN EVENTS

BONDING WITH HER CLASSMATES THROUGH A TRAGEDY AT HOME

MEMORY 3: A CRY FOR HELP

Mischitt's guarded nature was the result of the prejudice and abuse she endured as both a Darcsen and a genius. Avan tried to convince her that she should make more of an effort to create understanding and acceptance, but Mischitt merely replied that non-Darcsens would never be able to understand Darcsens. Then one day, Mischitt hears news that the rebels are attacking her hometown. Knowing that she would not be able to drive the rebels off alone, she hesitantly asks Class G for help. Her classmates were more than happy to help her, and were able to save the Darcsen village from the rebels. Through this incident, Mischitt learned to trust her classmates, and started to break down the wall she had erected around herself.



P-PLEASE, I... I NEED TO ASK YOU ALL FOR A LARGE FAVOR.

After the battle in her hometown, Mischitt presented Avan with a traditional Darcsen doll as a way of thanks for his support and encouragement.

MEMORY 1

THE GIRL GENIUS

MEMORY 2

UNSEEN BARRIERS

MEMORY 3

A CRY FOR HELP

MEMORY 4

VALUED FRIENDS

BASE VISUALS

DIALOGUE EVENT VISUALS



❖ WINTER UNIFORM



❖ SUMMER UNIFORM



❖ WINTER UNIFORM



❖ SUMMER UNIFORM



❖ BATTLE DRESS UNIFORM



CHARACTER DEVELOPMENT ANECDOTE

Initially, Mischitt was designed to be the uber-genius who was attempting to explain love logically. That was going to be her main story, until a review of the overall game made us realize we were lacking a serious Darcsen victim. The players of the first game may already have a solid grasp of the persecution that the Darcsens face, but we had to ensure we painted an equally vivid picture for our new players. We adjusted Mischitt's role a bit to stage her as the Darcsen suffering the most abuse at school, but you can still see some elements of our original idea during her mini-event with Zeri. (Sega - Ozawa)



Alexis Hilden

Character Voice

Yuka Komatsu

アレクシス・ヒルデン

◇ GENDER: Female (presents herself as a male) ◇ AGE: 18 ◇ HEIGHT: 163cm ◇ RACE: Gallian ◇ UNIT CLASS: Armored Tech



I am
myself!
No more,
no less!

ALEXIS'S PERSONAL POTENTIALS

Over-Analytical	Accuracy and Defense decrease when standing on dirt terrain.
Daredevil	Accuracy and vs. Armor increase when three or more enemy infantry units are nearby.
Vanguard	vs. Personnel increases when moved using the first Command Point.
Mighty Heart	HP is restored after attacking.

COMBAT QUOTES

- "We won't allow you to do as you please! Prepare for justice!" ● "Enough!"
- "By the Hilden name, I will protect Gallia and House Randgriz!"
- "Understood." ● "That was quick." ● "You picked the wrong fight."
- "I'm capable of so much more..." ● "I'll take point." ● "Good, we're making progress." ● "I'm ready for anything today."

FUTURE ROYAL GUARD RAISED AS A BOY

Alexis is the only child of the family that has acted as the Royal Guard of Randgriz for many generations. Alexis is a girl, but was raised as a boy by her father who had been desperate for a male heir. Alexis's philosophy is that her gender does not define her as a person, so although she states she is a boy, she makes no attempt to hide the fact that she is a girl. Due to her strict philosophy, there is nothing Alexis finds more annoying than a person who changes their behavior towards her after finding out her true gender. Alexis is proud, serious, and over-analytical. After graduating from Lanseal, her excellent fencing skills earned her a place in the castle as a royal tutor.



Honor is very important to Alexis, so she tends to have harsh words for those who seem to act without honor.

ALEXIS IN CLASS G

STOIC BEAUTY, POPULAR WITH THE GIRLS

Most people don't know that Alexis is a girl, so her cool demeanor and handsome features earned her the affections of many female students. Alexis has received many requests for courtship from these female students, but has turned them all down. Alexis prefers to interact with others who have a clear goal.



NOEL'S THOUGHTS ON ALEXIS

"I was so surprised when I found out Alexis was actually a girl! I know how hard it can be to have a stubborn father..."

CALLS AVAN

AVAN

COMPATIBLE CLASSMATES



CHLOE => P68



NAHUM => P74



REINER => P82

FACIAL EXPRESSIONS



ALEXIS IN EVENTS

HATES BEING JUDGED BY HER GENDER

Full of ambition, Alexis asked Avan for some personal training. Avan was more than happy to oblige, but during their sparring match, Avan fell on top of Alexis and accidentally discovered the fact that she is actually a girl. Alexis, who hates being judged by her gender, expresses disappointment in Avan's attitude regarding the incident. Their relationship becomes quite awkward after that, but a twist of fate leaves the two on their own on the battlefield. Avan and Alexis were able to make it back safely thanks to Alexis's quick thinking and valiant actions. Avan takes the opportunity to apologize for his previous behavior, and praises Alexis's abilities. Alexis senses Avan's genuine intentions and decides to forgive him, paving the way for a true friendship between the two.

MEMORY 1 AN INVITATION

MEMORY 2 SURPRISE

MEMORY 3 AWKWARDNESS

MEMORY 4 FRIENDS AS EVER



I HAD HOPED YOU WOULDN'T BE THE TYPE TO JUDGE A PERSON BY THEIR GENDER.

Avan had always believed Alexis to be a boy, so this unexpected revelation caused him to freak out momentarily. Alexis has a rather unique view on gender-related things, so she was not particularly flustered by the fact that a boy had laid his hand on her chest.

BASE VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

DIALOGUE EVENT VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

❖ BATTLE DRESS UNIFORM

CHARACTER DEVELOPMENT ANECDOTE

The idea of a girl passing herself off as a boy was our starting point with Alexis. We didn't want her to turn into a cliché, so we stayed away from the notion that she "actually wants to live life as a girl". We gave her a more neutral view of genders in general, and built her personality around that. We also intentionally had her remain calm and detached during the event where Avan finds out her true gender. Alexis's pose when changing classes is distinctly masculine, but we brought in more of her feminine side for when her personal potentials are triggered. (Sega - Ozawa)





Inghild Noverre

イングヒルト・ノベール

◆ GENDER: Female ◆ AGE: 16 ◆ HEIGHT: 159cm ◆ RACE: Gallian ◆ UNIT CLASS: Armored Tech

Character Voice

Hiroko Ushida



He speaks!
I have
received a
prophecy
from on
high!

INGHILD'S PERSONAL POTENTIALS

Broken Reality	vs. Personnel increases when attacking.
Good Omen	Accuracy and vs. Personnel increase.
Evil Omen	Accuracy and vs. Armor decrease.
Prophecy	vs. Personnel and vs. Armor, as well as the chance to inflict Status Effects increase.

COMBAT QUOTES

● "I can hear His voice clearly." ● "Ill omen... I see doom. Doom!" ● "My, my. A favorable color." ● "He has spoken revelation!" ● "Strength surges through me!" ● "All in accordance with His word!" ● "Come, medic! Cart this poor soul away!" ● "This does not bode well..." ● "May He protect me." ● "I'd felt doom's approach since before we began."

HEARING "HIS" VOICE

Complete with unique head covering, Inghild speaks and acts in a rather unusual way. She constantly refers to a "Him" who offers her omens of the future through flashes of color. Though most of her classmates would prefer to ignore Inghild's "prophecies", they can't help but acknowledge the fact that her prophecies always come true. No one knows how Inghild actually came to Lanseal, though she insists that she is serving "His" purpose. After the civil war, Inghild disappears, claiming that "He" is calling her. Her destination is unclear, though some reports say she was seen on a ship heading east.



Inghild always has her eyes closed, but there is nothing wrong with her eyesight. It's possible that she has her eyes open just the slightest bit, though she would never confirm one way or the other.

INGHILD IN CLASS G

SURROUNDED BY MANY BUT FRIENDS WITH NONE

Inghild tends to stand out with her constant ill omens, but since she seems incapable of communicating with others beyond her prophecies, she was never able to form any true friendships. Inghild never gave any indication as to how she felt about her lack of friends.



MISCHLITT'S THOUGHTS ON INGHILD

"The very notion of prophecies is illogical. But... It is true that her prophecies come true... I believe this warrants further research."

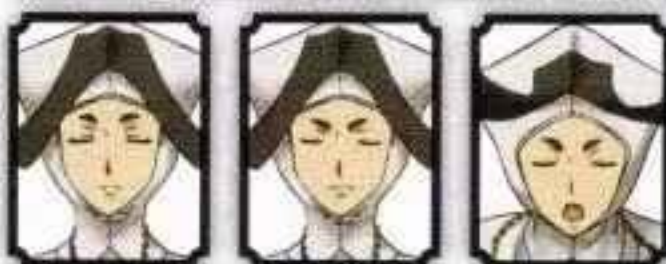
CALLS AVAN

AVAN

COMPATIBLE CLASSMATES

NONE

FACIAL EXPRESSIONS



INGHILD IN EVENTS

INGHILD'S ILL OMEN FOR CLASS G

Inghild spends most of her time spouting prophecies provided by "Him", though the fact that they are mostly dark and gloomy in nature doesn't exactly make her very popular. Though her classmates initially brush her off as being insane, they gradually start to pay attention as her prophecies turn out to be true. One day, Inghild offers up the most foreboding prophecy yet, which is immediately followed by an order to take on a very dangerous mission. The members of Class G can't hide their fear over Inghild's latest prophecy, but Avan insists that everything will be fine. Together, Class G successfully returns from the mission, claiming that Inghild's prophecy was wrong after all. Once they reach the mess hall, however, the true meaning behind Inghild's prophecy is made clear.

MEMORY 4: G'S MISFORTUNE



TRULY THIS IS A TRAGEDY OF UNTOLD PROPORTION.

The members of Class G were devastated to find out that they had returned from the mission too late to partake in the beef stew they had all been looking forward to. While her more food-driven classmates lamented this tragedy, Inghild wore a soft smile of silent pleasure over yet another prophecy fulfilled.

MEMORY 1

"HIS" REVELATION

MEMORY 2

ON THE MARK

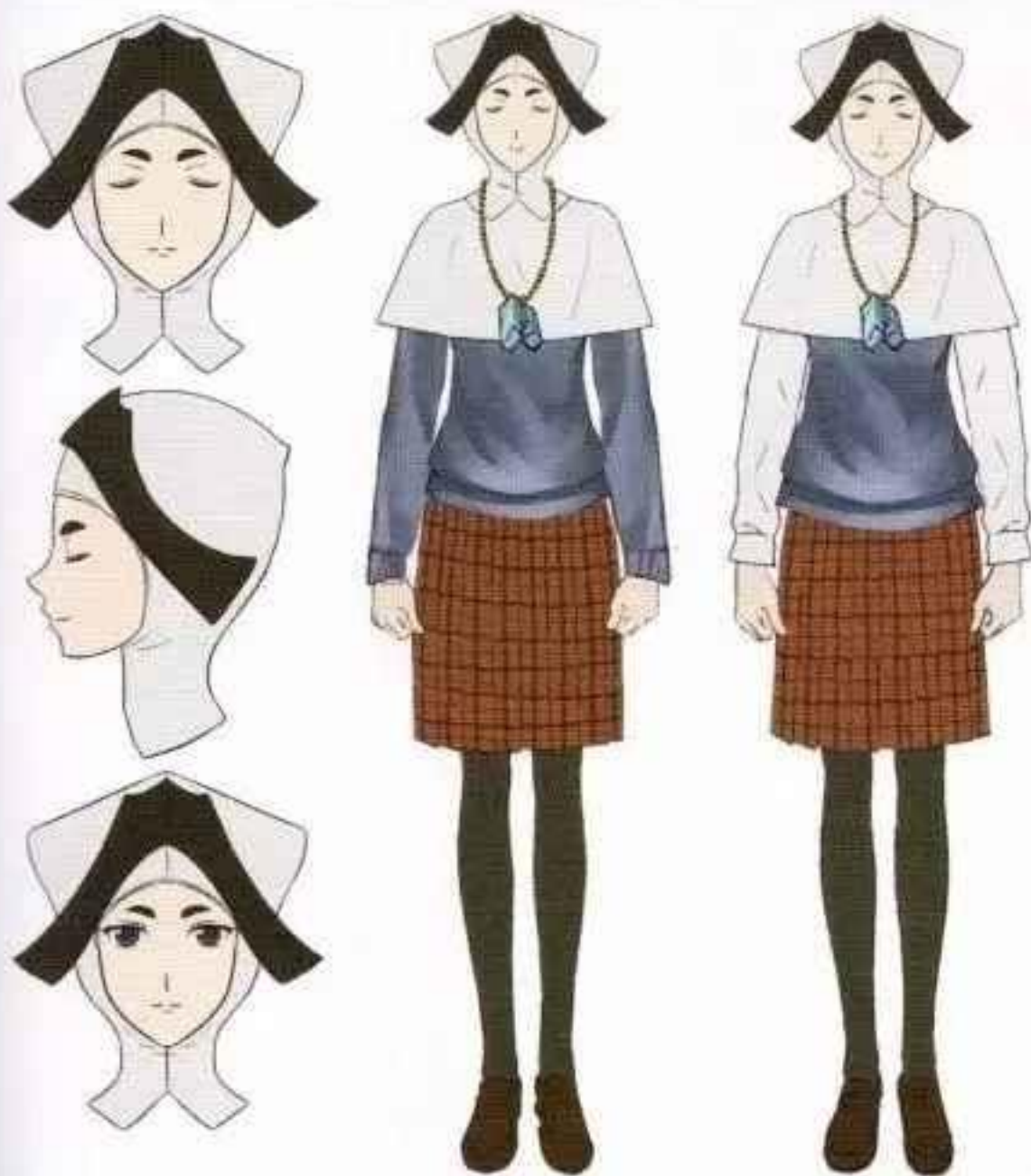
MEMORY 3

ILL LUCK FOR G

MEMORY 4

G'S MISFORTUNE

BASE VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

DIALOGUE EVENT VISUALS



❖ WINTER UNIFORM

❖ SUMMER UNIFORM

❖ BATTLE DRESS UNIFORM



CHARACTER DEVELOPMENT ANECDOTE

Inghild is one of those crazy character concepts that was only approved because she was set to be a hidden character. It all started when one of our staff members requested that we include a holy maiden character. Apparently, they were hoping for a traditional Japanese holy maiden, but that idea was quickly shot down. [laughs] Still, many of us were interested in the key words "holy maiden", so we decided to make a sort of joke character around the theme. The toughest part about designing Inghild was that we didn't want her to belong to any pre-established religion in the "VC" world. At one point, we considered opening her eyes during important scenes, but we decided against it in the end. [Sega - Ozawa]



Lavinia Lane

ラビニア・レイン

◇ GENDER: Female ◇ AGE: 21 ◇ HEIGHT: 162cm ◇ RACE: Gallian ◇ UNIT CLASS: Tank Commander

CHARACTER VOICE

Satomi Satoh



Just mind
your Ps and
Qs with my
tank, or
they'll be
calling you
Black-Eye.

LAVINIA'S PERSONAL POTENTIALS

Big Sister	Accuracy and vs. Personnel increase when an ally is nearby.
Bloodthirsty	After attacking, will attack again before the enemy counterattacks.
Wounded Heart	Accuracy decreases when an enemy vehicle is nearby.
Tank Mastery	Accuracy, vs. Personnel, vs. Armor, and chance to inflict Status Effects increase.

COMBAT QUOTES

- "Let's show 'em what a real tank can do!" ● "I'm rolling out!"
- "Shake a leg, kids! And don't let me see you slacking off!" ● "Eat this!"
- "Right, let's get 'er done!" ● "Down you go." ● "Major damage!"
- "Heh, cute! I can take you all." ● "A dozen Ghost Tanks couldn't stop me!"
- "If only I'd been more careful, they'd still be..."

TOUGH LOVE BIG SISTER MECHANIC

Lavinia is the mechanic and tank pilot assigned to Class G. She's got a big sister aura about her, and though she will not hesitate to give out a good tongue lashing, she is actually quite caring. Though she is technically registered as a student, Lavinia never attends any classes and instead spends all of her time in the R&D Building. Previously, Lavinia only acted as a mechanic, but after the mysterious "Ghost Tank" destroyed her prized tank and her squad, she took on the role of tank pilot in hopes of avenging her friends some day.



Lavinia loves her tanks, and continued to work in the weapons development field after the civil war, but her generous spending of the R&D funds often had her under heavy scrutiny from her superiors.

LAVINIA IN CLASS G

LITTLE INTERACTION BUT BIG PRESENCE

Since Lavinia rarely steps foot in the Class G classroom, she doesn't get much opportunity to interact with her "classmates". Still, her powerful personality was enough to earn her the trust and admiration of the female students. Lavinia is especially close to Jugin and Marion. Jugin initially came to Laseal at the same time as Lavinia, so they have known each other for a while. Lavinia and Marion's friendship blossomed because Marion was constantly popping into the R&D Building for personal reasons.



JUGIN'S THOUGHTS ON LAVINIA

"Lavinia struggled with the past just as much as I did, Leon... if you could see us now, what would you say...?"

CALLS AVAN

AVAN

COMPATIBLE CLASSMATES



MARION => P80



JUGIN => P86

FACIAL EXPRESSIONS



● LAVINIA IN EVENTS

AVENGING HER LOST FRIENDS

Missions and combat had become a daily routine at Lanseal Royal Military Academy, but when one of the other classes returned from a mission looking more ragged and shaken than is usual, Avan became concerned. Brixham was questioning one of the survivors by the main gate, and the student described a large tank unlike any that they had ever seen before, with a massive lance mounted onto its frame. Lavinia, who seemed upset by this description, returned to the R&D Building. When Avan approached her about her strange reaction, Lavinia explained that she had encountered the tank in question before, with her old squad. The tank was called the "Ghost Tank", and had all but wiped out her entire squad. One of the handful of survivors was none other than Leon Hardina. Leon and Lavinia made an oath to find the Ghost Tank again someday, in order to avenge their fallen friends. But before they got the chance, Leon left for the "Special Mission" and never returned. It wasn't long after the Ghost Tank had claimed its latest victims that Class G received orders to seek out and destroy it. Lavinia becomes visibly nervous as she prepares for the mission, but her Class G friends stormed the R&D Building in order to give her the words of encouragement she sorely needed. Together, Class G managed to destroy the tank, and Lavinia felt that her friends could finally rest.

MEMORY 4: GHOST EXORCISED



I FINALLY DID IT!
YOU CAN ALL REST IN
PEACE NOW, IT'S GONE!

Lavinia's relief at the Ghost Tank's defeat was so overwhelming that her eyes uncharacteristically filled with tears. Overcome by her emotions, Lavinia cried out to Leon's spirit, which she seemed to see in Avan. It would appear that Lavinia had special feelings for Leon, but she will not discuss such things in detail.

MEMORY 1

THE TANK PILOT

MEMORY 2

EXACTING REVENGE

MEMORY 3

YOU HAVE FRIENDS

MEMORY 4

GHOST EXORCISED

BASE VISUALS

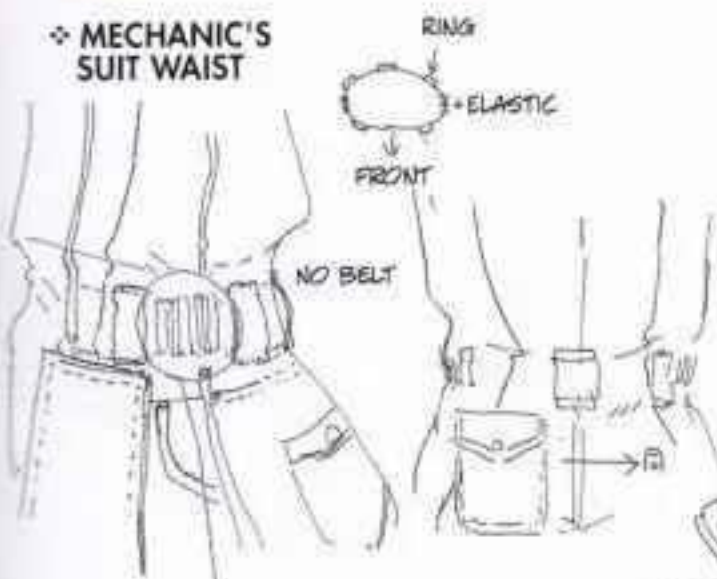


◇ MECHANIC'S SUIT

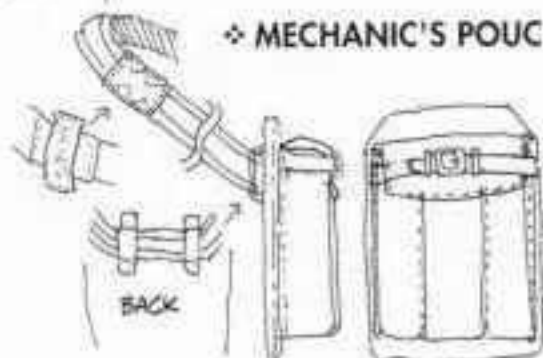


◇ BATTLE DRESS UNIFORM

◇ MECHANIC'S SUIT WAIST



◇ MECHANIC'S POUCH



DIALOGUE EVENT VISUALS



◇ MECHANIC'S SUIT



◇ BATTLE DRESS UNIFORM



CHARACTER DEVELOPMENT ANECDOTE

At first, Lavinia was just "the girl at the R&D Building", but we wanted her relationship with Class G to be more meaningful, so we made her both a tank mechanic and a pilot, just like Isara from the first game. From there, the obvious route was to go for a "big sister" character, since Isara was the universal "little sister". That, of course, led to the idea for some kind of drama between Lavinia and Leon. One of the costume ideas we had for Lavinia was a tank top, and some of the staff members were very disappointed when we decided not to go with it. (laughs) But since Leon was the one for her, we wanted to avoid any situations where Avan might see her as anything but a big sister, so we put her in a coverall.



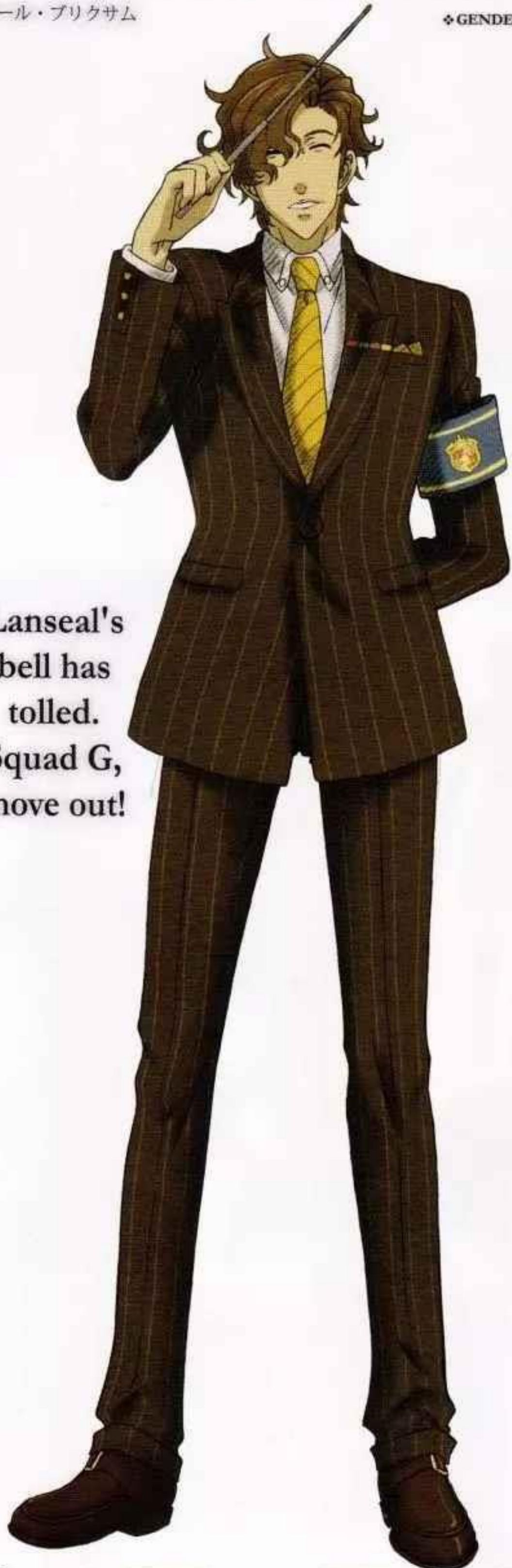
Characters
Hubert Brixham
ユベール・ブリクサム

Hubert Brixham

Character Name
Ryotaro Okuma

ユベール・ブリクサム

◇ GENDER: Male ◇ AGE: 34 ◇ HEIGHT: 180cm ◇ RACE: Gallian ◇ UNIT CLASS: Scout



Lanseal's
bell has
tollled.
Squad G,
move out!

Origin: Northern Gallia

Academic & Military History: Joined the Gallian Militia, later drafted into Lanseal Military Academy

Role: Sergeant

Combat Skills: Battle command, sniping

Calls Avan: Avan

Likes: Tending to weapons, eating sweets

Dream: Peace in Gallia

Habits: Scratching his head, humming

BRIXHAM'S PERSONAL POTENTIALS

Military Family Accuracy increases.

Eternal Smile Defense increases when met with interception fire.

Old Wound Accuracy decreases.

Warrior's Blood vs. Personnel increases.

COMBAT QUOTES

● "Hold still..." ● "Trying for extra credit?" ● "Come, now! Try to focus."

● "We've been soldiers for generations." ● "Hmm? Is something the matter?"

● "I had a mishap in the last war..." ● "Heh heh. Exhilarating, hm?"

CLASS G TEACHER, FORMERLY "BLUE DEATH"

A battle in the borderlands had cost Brixham both of his parents at an early age. The orphaned Brixham was taken in by a mercenary and taught everything he needed to know in order to survive on the battlefield. With a record of top grades ushering him on his way, Brixham enrolled at Lanseal Royal Military Academy. After graduating, Brixham joined the Gallian Army and fought in the Gallian Campaign. His uncanny accuracy as a sniper and the blue color of the Gallian uniform earned him the nickname "Blue Death". Brixham's military career seemed promising until an injury damaged his eyesight. Unable to perform his duties as a sniper, Brixham was pulled from the field. Still, he had proven himself a valuable asset, so the army offered him a teaching position at Lanseal.

When Headmaster Kluivert came around looking for talented students worthy of a "Special Mission", Brixham nominated the class chair of the class he was responsible for at the time. That class chair was none other than Leon Hardins. A few months later, Brixham received notice that Leon had died during the mission. Brixham wasn't aware of the truth behind the "Special Mission" yet, but he deeply regretted nominating Leon for the mission that cost him his life.

FACIAL EXPRESSIONS



DIALOGUE EVENT VISUALS



◇ SUIT

◇ BATTLE DRESS UNIFORM

HUBERT IN EVENTS

HEADMASTER'S SECRET

The "Secret Missions" that Kluivert had been sending students on were needed to be little more than glorified human experimentation, for the purpose of creating Artificial Valkyria. Though Kluivert insisted that he only approved such missions to preserve Gallia's future, he had treated his students as test subjects, and had sentenced many promising students like Leon and Juliana to a terrible fate. Having lost his entire family, Brixham had always considered Gallia to be his home, and this betrayal by the headmaster hurt him deeply.



ARTSY HAIRSTYLE AND CONDUCTOR'S BATON

Brixham's wild hairstyle and baton make him look more like an orchestra conductor than a soldier or teacher. His brown suit and mustard necktie are very fashionable.

FACIAL EXPRESSIONS

EARLY VISUALS

Though his general look and clothes seem like they were locked down early on, Brixham had more potential hairstyle ideas than most of the other characters. The shorter haircut seems to give off more of a "teacher" vibe.



CUTSCENE VISUALS



A "TEACHER", NOT AN "INSTRUCTOR"

- We didn't think a standard drill instructor type would be very interesting, so we aimed for more of an artistic appearance. We made sure to establish his curious personality early on, and he is certainly one of the more difficult characters to grasp. As a side note, I hear the brown pinstripe suit is a look that only the most fashionable people can pull off. (Honjou)
- Fitting Brixham square into the "teacher" mold would detract from his air of mystery, so we added a few details like the band on his arm to hint at his military history. We also purposefully made him seem like the kind of character that would betray the main character, just to throw the player off balance. (laughs) (Sega - Ozawa)



Leon Hardins

レオン・ハーデンス

◆ GENDER: Male ◆ AGE: 21 (at time of death) ◆ HEIGHT: 185cm

◆ RACE: Gallian ◆ UNIT CLASS: Lancer

Origin: Small village of Mellvere in Southern Gallia

Academic & Military History: Joined the Gallian Militia, enrolled at Lanseal Military Academy

Role: Lieutenant

Combat Skills: Battle command

Family: Father (deceased), mother, brother (Avan)

Calls Avan: Avan

Likes: Teasing Avan, carving wooden accessories

Dream: To live surrounded by family

Habits: Snapping his fingers, touching the pendant around his neck

LEON'S PERSONAL POTENTIALS

Country Bred Accuracy and vs. Personnel increase when standing on dirt terrain.

Born Leader Defense increases when three or more allies are nearby.

Camaraderie Evasion increases when an ally of the same unit class is nearby.

Furious Energy Various attributes increase when met with interception fire.

COMBAT QUOTES

- "I love the smell of the earth." ● "Okay guys, follow me!"
- "Ha ha, why can't we all just get along?"
- "Raaagh! Bring it on!!" ● "Heh... at this rate, I won't be able to boss Avan around anymore."

GALLIA'S "SCARLET LION" AND AVAN'S ROLE MODEL

Born in a small farming village in western Gallia, Leon grew up with loving and happy parents. Shortly after the birth of his little brother Avan, their father passed away from illness. In order to help his mother raise two boys alone, Leon became a very responsible young man. He began training both his body and mind saying, "I'll protect our family in father's stead."

One day, a criminal who had escaped from the prison in Randgriz infiltrated Leon's hometown and took hostages. Leon used his physical prowess and keen mind to outthink and outmaneuver the criminal, successfully rescuing all of the hostages. This incident earned Leon a lot of attention and respect, despite his young age.

When the Second European War broke out, Leon organized the town guard in order to make the village more secure. As the battle against the Empire got worse, Leon joined the militia, where his experience with leading the town guard and his tactical skills immediately got him placed as the squad leader of squad 4 of the militia's third battalion.

Leon achieved many great things during his time with the Gallian Militia, right up until the peace treaty with the Empire was signed. His achievements earned him the nickname "Gallia's Scarlet Lion". The Gallian Campaign had instilled in Leon a powerful desire to protect his country, but he had witnessed Selvaria's Valkyrian might on the Naggjar Plains, and he could not help but feel concerned about the overwhelming difference between Gallia's military power and that of other nations.

After the fighting had ended, Leon was scouted by Lanseal Royal Military Academy, where maintaining top grades soon earned him special attention from his teacher Hubert Brixham and Headmaster Laurence Kluivert. When the headmaster asked for promising students to participate in a "Special Mission", Brixham nominated Leon, and Leon was only too happy to do his part to defend Gallia. What neither of them realized until it was too late, however, was that the "Special Mission" was a cover for the headmaster's secret human experiments. A few months later, Leon became the very first Artificial Valkyria created on Gallian soil. The official record stated that Leon Hardins died in the line of duty while on a "Special Mission", but the truth was that he continued to live on, in a way, as Dirk Gassenarl, a deadly weapon of the Gallian Revolutionary Army.

FACIAL EXPRESSIONS



Character Name

Soichiro Hoshi



I wanted
to... keep
Gallia safe.
For Mom...
for you.

LEON IN EVENTS

FORGET ABOUT ME

After his final battle as Dirk, Leon regained his self-awareness due to the shock to his system provided by Alisse's Valkyrian strike. Though not in control, Leon had been a silent witness to everything he had done as Dirk Gassenarl, and he apologized to Avan for his actions. When Leon tried to explain to Avan that he had agreed to take on the "Special Mission" because he thought it would allow him to protect Gallia and his family, Avan scolded his older brother. That was when Leon realized just how much Avan had grown since the last time they saw each other, and it made him very proud. Avan had always found encouragement in Leon's words of wisdom, but in this instance, it was Avan who had an original quote for Leon. "Don't run from the past. Don't sacrifice tomorrow. Live the day!" said Avan, insisting that he would never forget Leon. Reassured by the strength in his little brother's eyes, Leon quietly slipped away from the world.

BOND OF BROTHERS, AND A FAREWELL



Avan placed his notebook, the "Leon Files", on Leon's chest to express that he no longer needed to rely on Leon's words; that he could find his own way from now on. Relieved to see that his baby brother had become a man, Leon closed his eyes for the last time.



❖ FACIAL EXPRESSIONS



❖ BECOMING AN ARTIFICIAL VALKYRIA

The design of the face (right) provides a great contrast against Dirk's helmet. As with all of the other Artificial Valkyria, Leon's eyes have turned red, and there are blue veins all over his face. There was another design (above) being considered, which had less of an obvious visual change.



❖ YOUNG AVAN AND LEON

This is a rare image of Avan and Leon when they were younger and still living together under their mother's roof. That time of their life is not shown in the game, but it is plain to see just how much Avan wanted to be like his big brother.

LOOKING GOOD

Since Leon was supposed to be Avan's role model, and the embodiment of everything he wanted to be, I had to make sure Leon was a good-looking guy. The way their hair springs out to either side is apparently a family trait. [Honjou]



Laurence Kluivert

ローレンス・クライファート

Character Voice

Takeshi Aono

◇ GENDER: Male ◇ AGE: 61 ◇ HEIGHT: 171cm ◇ RACE: Gallian



I'm a soldier.
I know when a
battle is lost.
Now, get out!

Origin:	Randgriz City
Academic & Military History:	Joined the Gallian Regular Army after graduating from the University of Randgriz
Family:	Father, mother, wife, daughter (deceased)
Calls Avan:	Avan
Likes:	Smoking his pipe, playing cards
Dream:	Peace in Gallia
Habits:	Placing his finger on his chin, touching his prosthetic hand

EXTREME PATRIOTISM AND THAT THIN LINE

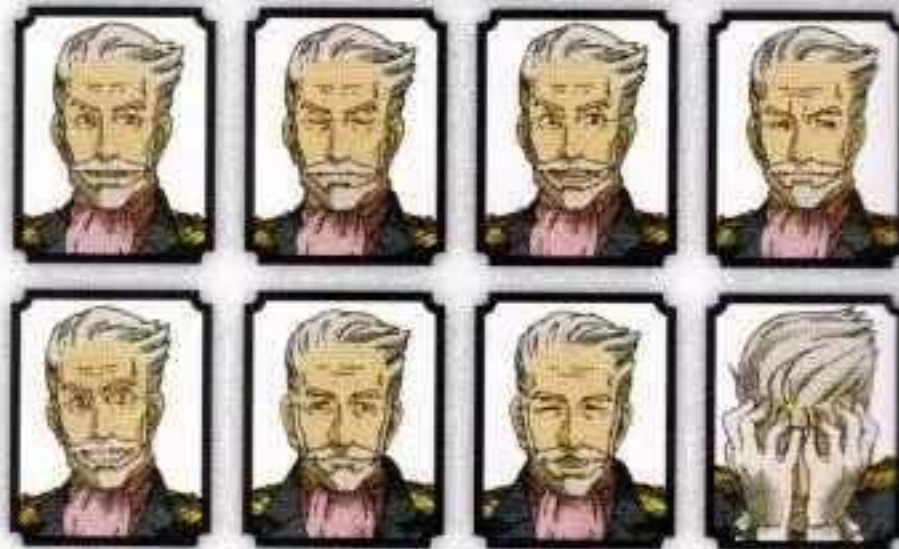
Born as the third son in a long line of military men, Kluivert was expected to join the armed forces just as his elder brothers had before him. Tragically, an accident resulted in the amputation of one arm at the tender age of 14, effectively ending his military career.

Though he was rendered incapable of serving as a soldier, Kluivert served the army well as a tactician for many years. After leaving the army, he took on the role of headmaster at Lanseal, and devoted his life to nurturing future officers.

The Second European War forced Gallia to recognize that it simply did not have the military strength necessary to ward off external threats. This was compounded by the news that a Valkyria, a being of myth and legend, actually existed within the ranks of the Imperial forces. In the midst of the turmoil, the "Asgardian Council" led by Gilbert Gassenarl called upon Kluivert for aid. They asked him to supply them with promising students to aid with research that would eventually save Gallia. The first student Kluivert sent to them was Leon, who was turned into the prototype Artificial Valkyria.

Once the Artificial Valkyria "V0" was created with Leon as the host, Gilbert officially formed the Gallian Revolutionary Army. Gilbert aimed to use the power of the Valkyrur to overthrow the Gallian government. Kluivert, who only wanted peace for Gallia, opposed Gilbert openly and was expelled from the Asgardian Council. It was some time later that Kluivert secretly invited the Imperial researcher Foerster to continue her experiments at Lanseal. He supported her Artificial Valkyria research, codenamed "Project Valhalla", by redesigning the Lanseal entrance exams to identify students who had high biological compatibility with rognite.

FACIAL EXPRESSIONS



DIALOGUE EVENT VISUALS



LAURENCE IN EVENTS

THE "SECRET MISSION"

Kluivert was a patriot at heart, and even after taking the post as headmaster of Lanseal, he trusted that he was helping to ensure Gallia's future safety by doing his best to nurture the students. Seeing the might of the Valkyrs during the Gallian Campaign, however, convinced him that Gallia needed that power to defend itself. This new belief is what persuaded Kluivert to support the research into Artificial Valkyrs. From the countless bright-eyed students that enrolled at Lanseal with hopes of defending their homeland, Kluivert picked out the most promising to become candidates for the Artificial Valkyria experiments, and came up with the concept of a "Special Mission" to cover his actions. Kluivert's genuine sense of patriotism had converted Lanseal into a nest of inhumane experimentation.



◆ FACIAL EXPRESSIONS



◆ UNIFORM



◆ COLOR BY RANK

Kluivert looks like a military man from every angle. The dark navy color of his jacket represents his rank in the Gallian Army.



◆ EARLY VISUALS

Kluivert was initially set up with a trench coat, but an undeniable similarity to the "Aged Gentleman" from the first game forced the designers to reconsider. They also experimented with different facial hair, and even his face seems to have gone through some changes.

◆ POTENTIAL UNIFORMS

From a belt, to medals, to the design of his sleeves, the designers explored many possibilities for Kluivert's costume.



HIS "EVIL FACE" CLINCHED IT

- One of the biggest lessons I learned this time around is that it's hard to bring out the character of an elderly man. He had two very different sides to him, yet we were not allowed to reveal the darker side until the appropriate part of the story. To be honest, Kluivert was one of the more difficult characters to work with. Elderly people are generally associated with wrinkles, but the trick lies in not making the wrinkles too realistic. It would have been much easier if the character was either good or evil, but not both. (Honjou)
- The base design had to be of the "Good Kluivert", so I had Honjou do up that design first. When I saw what he came up with, I'll admit I was a bit worried. I wasn't sure such a nice old man could "snap" the way we needed him to. In hopes of reassuring myself, I asked Honjou to produce an image of "Evil Kluivert", and the moment I saw it, I knew we could pull it off. (Sega - Ozawa)



Calvaro Rodriguez

カレルヴォ・ロドリゲス

Character Voice

Yukimasa Kishino

◇ GENDER: Male ◇ AGE: 50 ◇ HEIGHT: 185cm ◇ RACE: Gallian

DEMON OF AMATRIAIN

Rodriguez is the drill instructor at Lanseal Royal Military Academy, and is well known for being a terrifying man. He lovingly refers to his trainees as "maggots". Rodriguez fought as a Lancer during the First European War, but he lost his left eye when shielding an ally, and was forced to withdraw from the front line. During the Gallian Campaign two years prior, Rodriguez acted as Fort Amatriain's drill instructor, but left that post to his most trusted student in order to take up his new position at Lanseal.



FACIAL EXPRESSIONS



BASE VISUALS



A FAMILIAR LOOK FOR "VC1" PLAYERS

Rodriguez's general appearance, including his eyepatch and uniform, were kept the same as the first game in order to provide a sense of continuity for "VC1" players. The only major difference is the Lanseal crest on his shoulder.

Welvar Glenn

ウェルバー・グレン

Character Voice

Keiji Hirai

◇ GENDER: Male ◇ AGE: 36 ◇ HEIGHT: 175cm ◇ RACE: Gallian

THE UNSUNG HERO OF LANSEAL: THE SHOP CLERK

Welvar runs the campus store all by himself, which means he has to handle things like inventory and sales without any help. He provides much needed or wanted supplies to the students, and has earned their gratitude and trust. Aside from the usual items a student might need for their life at school, the store also carries newspapers like the "Gallia Times" and the "Lotte Insider". Welvar has also been known to provide paid missions for any interested students. Welvar's ability to handle so many different aspects of the store, and in particular the aspects dealing with information, has started rumors around campus that he was once an accomplished spy.



FACIAL EXPRESSIONS



BASE VISUALS



WHAT'S HIDDEN BEHIND THAT APRON?

Welvar serves as the face of the campus store, and the students insist that there is more to him than meets the eye. Does his generally bored expression and the casual demeanor in which he greets his student customers hide a sharp wit and finely honed skills? Or does he just find his job dull at times?

Welkin Gunther

ウェルキン・ギュンター

◆ GENDER: Male ◆ AGE: 24

◆ HEIGHT: 175cm ◆ RACE: Gallian

Character Voice

▶ Susumu Chiba

Origin:

Academic & Military History:

Family:

Likes:

Habits:

Bruhl

Served in the Gallian Militia, later graduated from Randgriz University

Wife

Sketching, observing flora and fauna, fishing

Observing everything, scratching the back of his head (when deep in thought)

DIALOGUE EVENT VISUALS / WELKIN & ALICIA FACIAL EXPRESSIONS



HEROES RUNNING A BAKERY

Welkin and Alicia served as commanding officer and squad member, respectively, of Squad 7 in the Gallian Militia. They left the militia after the war so that Welkin could pursue a career as a teacher. After Alicia passed the national exam allowing her to work as a professional baker, she married Welkin that same day. The two are now happily wed, and Alicia runs her bakery out of a modified truck so she can follow Welkin wherever his job might take him. Alicia also supplies Lanseal's campus store with bread, and the presence of the great hero Welkin on campus always becomes a hot topic of discussion among the students. The porcavian Hans is still alive and well, and lives a happy life with the two legends.

Alicia Gunther

アリシア・ギュンター

Character Voice

▶ Marina Inoue

◆ GENDER: Female ◆ AGE: 21 ◆ HEIGHT: 159cm ◆ RACE: Gallian (Valkyria)

Origin:

Academic & Military History: Served in the Gallian Militia, later passed the National Breadmeister Exam

Family:

Likes: Baking, planting flowers

Habits: Pouting, performing a charming salute



Edy Nelson

イーディ・ネルソン

◆ GENDER: Female ◆ AGE: 19 ◆ HEIGHT: 156cm ◆ RACE: Gallian

Character Voice

▶ Yui Kano

FORMER SQUAD 7 IDOL

During her time with Squad 7, Edy valiantly led the "Edy Detachment", and usually refers to herself as a heroine idol. Her little sister Anisette idolizes her, and hopes to be like her one day. Edy views Rosie, a former squad mate turned professional singer, as her eternal rival, though the sense of rivalry is not mutual. Once Anisette gained stardom as a dancer after graduating from Lanseal, Edy gave up on her dream of becoming a singer. All the same, many people are quite interested to see what she decides to do next.

FACIAL EXPRESSIONS



THOUGHTFUL... DEEP DOWN

While on campus, Edy stopped by the store to visit the Gunthers. She insisted that she merely stopped by because she happened to be on campus visiting her sister and that they were nothing more than an afterthought, but the Gunthers knew Edy well enough to know what she truly meant. Before leaving, Edy wished the two all the happiness in the world, in her own unique way.





Military Academy Students

士官学校生徒

BASE VISUALS



DIALOGUE EVENT VISUALS



CLASS G'S RIVALS AND COMRADES

These students belong to other classes, such as Class A. As the story progresses, these students are often seen berating or otherwise insulting Avan and his classmates, so a portion of the male students were intentionally designed to look rather villainous, making it easier for the players to hate them.

Military Academy Faculty

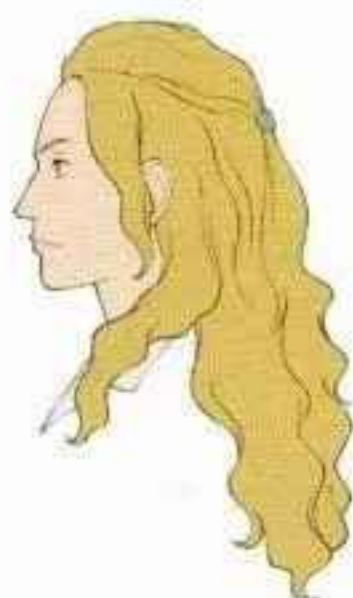
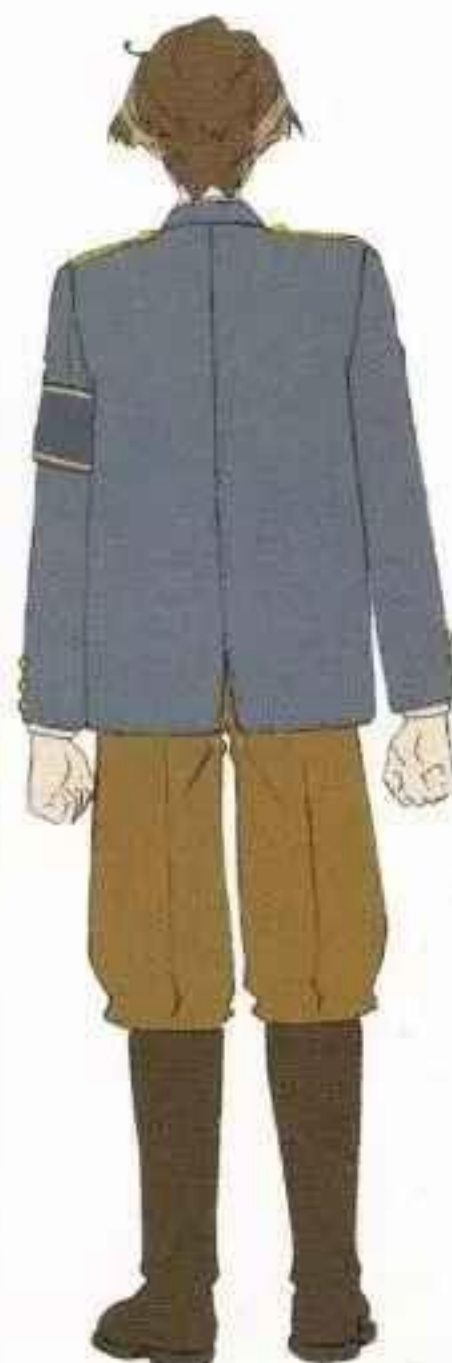
士官学校教官

BASE VISUALS

Characters

Military Academy Faculty

士官学校教官



DIALOGUE EVENT VISUALS



RARELY SEEN BUT STILL MEMORABLE

As faculty members of Lenseal, these two showed up in scenes like the entrance exam and Avan's trip to solitary. Details like the female teacher's cardigan hint at fashions from the year 1937. The arm band displaying Lenseal's crest and the blue schedule book are among their common accessories.

FACIAL EXPRESSIONS





Cordelia gi Randgriz

コーデリア・ギ・ランドグリーズ

Character Voice

Mamiko Noto

◇GENDER: Female ◇AGE: 18 ◇HEIGHT: 154cm ◇RACE: Darcsen

The changes I can effect are small.
I can but stack them one atop the next.



Origin:	Randgriz Castle
Role:	Archduchess of Gallia
Combat Skills:	Morale boost
Family:	Father (deceased), mother (deceased)
Calls Avan:	Avan
Likes:	Cinnamon rolls
Dream:	Peace in Gallia
Habits:	None

REVEALING ALL IN ORDER TO BUILD A NEW GALLIA

During the Gallian Campaign, Cordelia was nothing more than an adornment on the throne while Chancellor Borg and his associates ran the country as they desired. Cordelia herself had accepted this role as her fate until the "July Incident", where she was nearly abducted by foreign agents. She was rescued from her would-be kidnappers by Welkin and Squad 7, and their influence convinced her to reassess her lot in life.

Once a peace treaty was signed with the Empire in 1935, Cordelia went on to reveal the conspiracy of the royal house. The Randgriz bloodline was not in any way connected to the ancient Valkyrur as most had been led to believe, but it was in fact the blood of Darcsens that ran through the family veins. Cordelia also made public the fact that the Darcsens had not been responsible for the tragedy known as "The Darcsen Calamity", and it was indeed the Valkyrur who had caused that damage. The Randgriz family had betrayed their fellow Darcsens to the Valkyrur, who allowed the Randgriz house to rule over Gallia after their departure. This was the true history of Gallia, one that had been kept in darkness for many generations.

Though this news was shocking to all, many citizens expressed respect for Cordelia's courage in revealing the truth, and supported her ascension to the throne as Archduchess. From that point on, the royal house took an official stance against the persecution of Darcsens.

Unfortunately, many citizens, particularly those within noble houses, could not let go of their hatred for Darcsens so easily. In response to the new royal stance against Darcsen persecution, these disgruntled citizens started organizing acts of terrorism targeted at Darcsens. Cordelia lamented the fact that her decision to reveal the truth had brought so much suffering upon her fellow Darcsens, but refused to give in. Instead, she maintained her anti-persecution policy and tasked Lanseal Royal Military Academy with suppressing the terrorist activity in southern Gallia.

FACIAL EXPRESSIONS



CORDELIA IN EVENTS

THE WANDERING STATESWOMAN

Cordelia believes that part of her duty as a stateswoman is to walk among her people. She realizes the dangers associated with such activities, but insists on venturing out into various regions of Gallia in order to see the lives of her citizens firsthand. Part of her reason for doing so is to take responsibility for the consequences that her words brought about, but it seems her wanderlust is also fueled by the fact that she used to be forbidden from leaving the castle while Chancellor Borg was in charge. To this day, she still enjoys sneaking out of the castle every now and then, much to the chagrin of Elysse Moore, a former Squad 7 Lancer who is now part of Cordelia's royal guard.



DIALOGUE EVENT VISUALS



◇ PLAIN CLOTHES



SOURCE OF CORDELIA'S STRENGTH

The civilian who saved Cordelia in more ways than one was none other than Welkin Gunther. After the war, Cordelia and Welkin bumped into each other by sheer coincidence, and Welkin was able to reassure Cordelia, who had been suffering from uncertainty since her public confession. Cordelia may be an archduchess, but she is also just a young woman, and Welkin's words provided her with a much needed pillar of strength.



ONE OF THE PEOPLE

Cordelia reacted graciously to both Avan's informal attitude and Jarde's surprise visit to the royal court. Cordelia believes that a ruler can learn much by interacting directly with those she rules over, and that is the kind of leader she hopes to become.

MAKING A STAND

Cordelia led the Gallian navy to Anthold harbor in order to prevent Baldren from fleeing into Federation territory. The Archduchess of Gallia personally gave the order to stop the treacherous Rebels.





❖ FROM PRETTY GIRL TO BEAUTIFUL WOMAN
-TWO YEARS OF GROWTH-

"This is the face of the matured Cordelia. I personally quite like it. The innocence that you can still see in her eyes is just gorgeous." (Honjou)



❖ EARRINGS



❖ PLAIN
CLOTHES



❖ POTENTIAL
ARMOR



❖ POTENTIAL
FORMALWEAR



❖ POTENTIAL BATTLE DRESS FROM PREVIOUS GAME

The above is an illustration of a battle dress that was considered for the first game, but never used. The designers used this as a basis when designing the waist armor for "VC2", and their efforts to simplify the armor parts can be seen at the bottom left.

EMPHASIZING SIMPLICITY
AND CUTENESS

For Cordelia's armor design, I first prepared the example image of the waist armor you see above. I then drew up the simplified version as a comparison to take with me into the design meeting. I had intended the simplified version to be a "dud" that I could use to say, "See, at least it's better than something like this..." Much to my dismay, everyone seemed to prefer the simplified design, so I basically dug my own grave there. It was a learning experience, to be sure. Still, looking back at them now, I do agree that the simpler design is cuter. (Honjou)

Gallian Regular Army Soldiers and Civilians

ガリア正規軍兵士／民間人

DIALOGUE EVENT VISUAL (SOLDIER)



GALLIA'S MILITARY SUPPORT

Lanseal may be the only real military presence in the south, but there is still quite a bit of Gallian Army presence in northern Gallia, where the industrial city of Fouzen and other critical cities are located. It was the remnants of the Gallian Army, stationed in the north that reclaimed Randgriz City after it was taken by Rebel forces.

BASE VISUALS / FACIAL EXPRESSIONS (SOLDIER)



DIALOGUE EVENT VISUALS (DARCSEN CIVILIANS)



BASE VISUALS / FACIAL EXPRESSIONS (DARCSEN CIVILIANS)



PEOPLE WHO ENDURE

Darcsens have long been persecuted, with the "Darcsen Calamity" used as justification. Their very lives are threatened by the Rebels' ideas of "purifying Gallia", but the Darcsen people refuse to give in to violence.

DIALOGUE EVENT VISUALS (CIVILIANS)



BASE VISUALS / FACIAL EXPRESSIONS (CIVILIANS)



RESISTING THE REBELS WITH TOWN GUARDS

Civilians were forced to form Town Guards in order to retaliate against the Rebels, who were spreading farther and farther out across Gallia. Though Town Guards comprised of untrained country folk may not seem particularly dependable, it is worth noting that both Avan and Leon got their start that way.





Clementia Foerster

Character Voice

Mami Koyama

クレメンティア・フェルスター

◇ GENDER: Female ◇ AGE: 39 ◇ HEIGHT: 175cm ◇ RACE: Imperial

Humanity is
a fatal flaw in
a soldier.
You've lost
any hope of
perfection.



Origin:	The Empire
Academic & Military History:	Imperial University Doctoral Program, remained at the university as a researcher after graduation
Family:	Father, mother, brother
Likes:	Solving puzzles, analyzing ancient tomes
Dream:	To create a Valkyria
Habits:	Stuffing her hands into the pockets of her lab coat

OBSESSED WITH VALKYRIA RESEARCH

Foerster's father ran a large hospital, which allowed her to have a very privileged childhood. She had always had an interest in myths and legends, but felt a particularly strong attraction to the legend of the Valkyria.

In order to follow in her father's footsteps, Foerster studied medicine in university, which led her to wonder if she couldn't create an "ideal human" that embodied the attributes of a Valkyria. Through her research, Foerster found out that the Valkyria still lived to this day. The Empire's team of researchers took an interest in Foerster's findings, as the Empire had always wanted to use the might of the Valkyria as a military weapon.

Just before the commencement of the Second European War, Foerster achieved her first success in transplanting artificial "Valkyrian Powers". With the Imperial Crown Prince Maximilian's own authorization, Foerster applied this new Artificial Valkyria technology to his body. Maximilian was able to activate his Artificial Valkyrian powers during the invasion of Gallia, but lost his life when he was defeated by Welkin and Squad 7.

Gallia and the Empire signed a peace accord soon after Maximilian's demise, and without the prince to support her research, Foerster had no choice but to leave the Empire. Foerster took her only test subject, Aliasse, with her, and spent months on the run until she was contacted by a representative of Laurence Kluivert. Kluivert was offering Foerster the chance to resume her research within a secret facility at Lanseal Royal Military Academy. Without any other appealing alternatives on the horizon, Foerster agreed.

FACIAL EXPRESSIONS



DIALOGUE EVENT VISUALS



CLEMENTIA IN EVENTS

PROJECT VALHALLA

Avan stumbled upon some of Foerster's "Project Valhalla" documents in her laboratory. The documents contained photos of Leon and Juliana, and they also mentioned Avan's name. When pressed for answers by Avan, Foerster simply replied that she was gathering data on promising students. Having devoted her entire life to her research, Foerster seemed incapable of understanding Avan's feelings.



❖ FORESHADOWING!?

Though Foerster ended up leaving Laseal, her Valkyria research is the sole purpose of her existence. There is little doubt that she will resume her research elsewhere at some point in the future.

❖ FACIAL EXPRESSIONS



BEAUTIFUL BUT UNKEMPT

My image of Foerster is a woman who just kind of floats around, rarely gives a straight answer, and doesn't listen to what others have to say. Perhaps she feels that her genius would be whittled away if she spent too much time among less gifted folk. As you can see, she has quite a glamorous body, but she doesn't wear any makeup, her hair is a mess, and she is a heavy smoker. In fact, I think I should have made her glasses even less interesting. As a side note, Foerster's hair looks like that because she simply chops away at it with a scalpel whenever it gets in her way. (Honjou)





Gilbert Gassenarl

ギルベルト・ガッセナール

◆ GENDER: Male ◆ AGE: 50 ◆ HEIGHT: 176cm ◆ RACE: Gallian

Character Voice

Banjo Ginga



Origin: Randgriz City
Academic & Military History: Graduated from Randgriz University, enlisted in Gallian Army for a time
Family: Father, mother, wife, son (Baldren), daughter (Audrey)
Role: Count, leader of the Gallian Revolutionary Army
Likes: Hunting with hounds, fencing
Dream: To become archduke of Gallia
Habits: Holding his saber, laughing out loud

LEADER OF THE REBELS, OUT TO DEMOLISH HOUSE RANDGRIZ

House Gassenarl has a long and powerful history, even having ties with the Valkyrur. House Gassenarl's political power is equaled only by that of House Randgriz, and though they waged a war over control of Gallia back in the 1500s, the Gassenarls were not able to win the support of the people, as they believed House Randgriz to be the "pure descendants" of the Valkyrian bloodline. For this reason, House Gassenarl has had to live in House Randgriz's shadow throughout history. This was enough to infuse Gilbert with a hatred for House Randgriz while growing up.

When Gilbert saw the might of the Valkyria during the Gallian Campaign, he was overwhelmed with a desire for that power. He buried himself in ancient tomes and reference books regarding the Valkyrur, and even went so far as to gather other nobles to his cause under the banner of the "Asgardian Council". Eventually, Gilbert succeeded in creating the first Artificial Valkyria. With the power of the Valkyrur on his side, he knew the time had come for House Randgriz to fall. Gilbert established the "Gallian Revolutionary Army" (commonly referred to as the Rebels), and announced his intention to reclaim Gallia for its people.

Gilbert can be quite arrogant in both word and action, but his speeches and accompanying performances are so grand and confident that many nobles and commoners alike were easily swayed to support him. After founding the Gallian Revolutionary Army, Gilbert became more of a symbol than a man.

Though he claims to seek peace for Gallia, the truth is that Gilbert is more interested in claiming Gallia's throne for himself. Gilbert has strong opinions regarding "purity of blood" when it comes to people, which means he has some rather stubborn prejudices when it comes to Darcsens and Valkyrur. His arrogance and self-absorbed nature leave very little room for any deep thought, so Gilbert left most of the tactical planning for the Gallian Revolutionary Army to his son, Baldren. Gilbert also interpreted the Federation's amicable attitude to suit his own ideals, so he was not able to see their true intentions.

FACIAL EXPRESSIONS



DIALOGUE EVENT VISUALS



Fellow countrymen, I hold the power
to lead us down the one true path!

GILBERT IN EVENTS

AMBITIONS CUT SHORT BY HIS SON

On September 14, 1937, the Rebels had gained considerable momentum through their surprise attack on Laseal Royal Military Academy, and went on to conquer the capital city of Randgriz. With Cordelia tucked away in the dungeons, Gilbert was quick to name himself archduke of Gallia. But when Gilbert attempted to form an alliance with the Federation, his opinions clashed with those of his son, Baldren. After a heated debate, Baldren shot his father to death. Even as Gilbert's body grew cold before his very eyes, Baldren named himself the new leader of the Gallian Revolutionary Army and archduke of Gallia.



♦ BATTLE DRESS UNIFORM



♦ BATTLE DRESS UNIFORM



♦ SWORD



♦ FACIAL EXPRESSIONS

EARLY VISUALS

The early designs for Gilbert seem to put more emphasis on the "noble" aspect of his character than the "military" side. Though his overall silhouette did not change much, there are many details like the shape and volume of his hair, as well as the depth of his wrinkles that were adjusted for the final version. There was even an idea for a large collar on his coat which gave him more of a grand look.

SUNGLASSES FOR THE "BAD BOY"

The sunglasses really finished off this character well, though they also make him look more shady. Gilbert's so stubborn and hot-headed, he probably got into a lot of trouble when he was a young man. I have a hard time hating this guy. (Honjou)



Baldren Gassenarl

Character Voice

Hikaru Midorikawa

バルドレン・ガッセナール

◇ GENDER: Male ◇ AGE: 26 ◇ HEIGHT: 186cm ◇ RACE: Gallian

Origin: Randgriz City
Academic & Military History: Graduated from Lanseal Royal Military Academy, enlisted in the Gallian Army
Role: Lieutenant Colonel (Gallian Army), General of Infantry Division (Gallian Revolutionary Army)
Combat Skills: Battle command
Family: Father (Gilbert), mother, sister (Audrey)
Likes: Riding horses, darts
Dream: To control the entire continent
Habits: Folding his arms

AMBITIOUS RAGE OVER THE STATE OF GALLIA

Born as the son of Gilbert Gassenarl, the head of House Gassenarl at the time, Baldren was raised tough by his strict father. With high hopes and ambitions, Baldren joined the Gallian Army when he came of age, but was disappointed by all the corruption he found within, as well as the fact that they judge a soldier's worth based on the social standing of their house.

Baldren was still in the Gallian Army when the Second European War and the Gallian Campaign started. He was actually on the field during the battle at Naggjar Plains, and got to witness the might of the Valkyria Selvaria Bles firsthand. Baldren was utterly enthralled by the power of the blue flame, and was convinced that he could rule all of Gallia and even Europa with that kind of power. He suggested the idea of a "Valkyria Research Program" to his father, and became a central figure in its execution. When Gilbert announced the formation of the Gallian Revolutionary Army, Baldren saw the opportunity not only for political power within Gallia, but absolute control over the entire continent, and joined his father's cause. But when Gilbert's relationship with the Federation became more serious, Baldren clearly stated that they had no need for the Federation's help, which led to an argument between father and son with deadly consequences.

FACIAL EXPRESSIONS



DIALOGUE EVENT VISUALS

◇ BATTLE DRESS UNIFORM



◇ BATTLE DRESS UNIFORM



◇ BATTLE DRESS UNIFORM (WITH CROWN)

◇ ARTIFICIAL VALKYRIA



I will see
Gallia
restored to
purity and
strength!

• BALDREN IN EVENTS

TAKING THE OFFENSIVE FOR HIS NATION

As the commander of the Gallian Revolutionary Army's infantry, Baldren felt it was his duty as a noble to be on the front lines with his men. He even had a few encounters with Avan and Class G. Baldren intercepts enemies with his machine gun, then attacks them directly with his sword, tactics that gave Class G a hard time on the battlefield. Contrary to his father, who was only interested in political power, Baldren's main motivation stemmed from his genuine love for his country. With his last breath, Baldren laments over the fact that Gallia will continue to "live in fear of both Federation and Empire, as a tiny nation stripped of the fangs to defend herself".



❖ BATTLE DRESS UNIFORM



❖ BATTLE DRESS UNIFORM



❖ FACIAL EXPRESSIONS

BRITISH FASHION

Anyone with knowledge of military trivia may have noticed, but we based Baldren's armor design on that of the British cuirassier. As with his father Gilbert, Baldren is usually armed with a saber. (Honjou)



❖ ARTIFICIAL VALKYRIA FORM

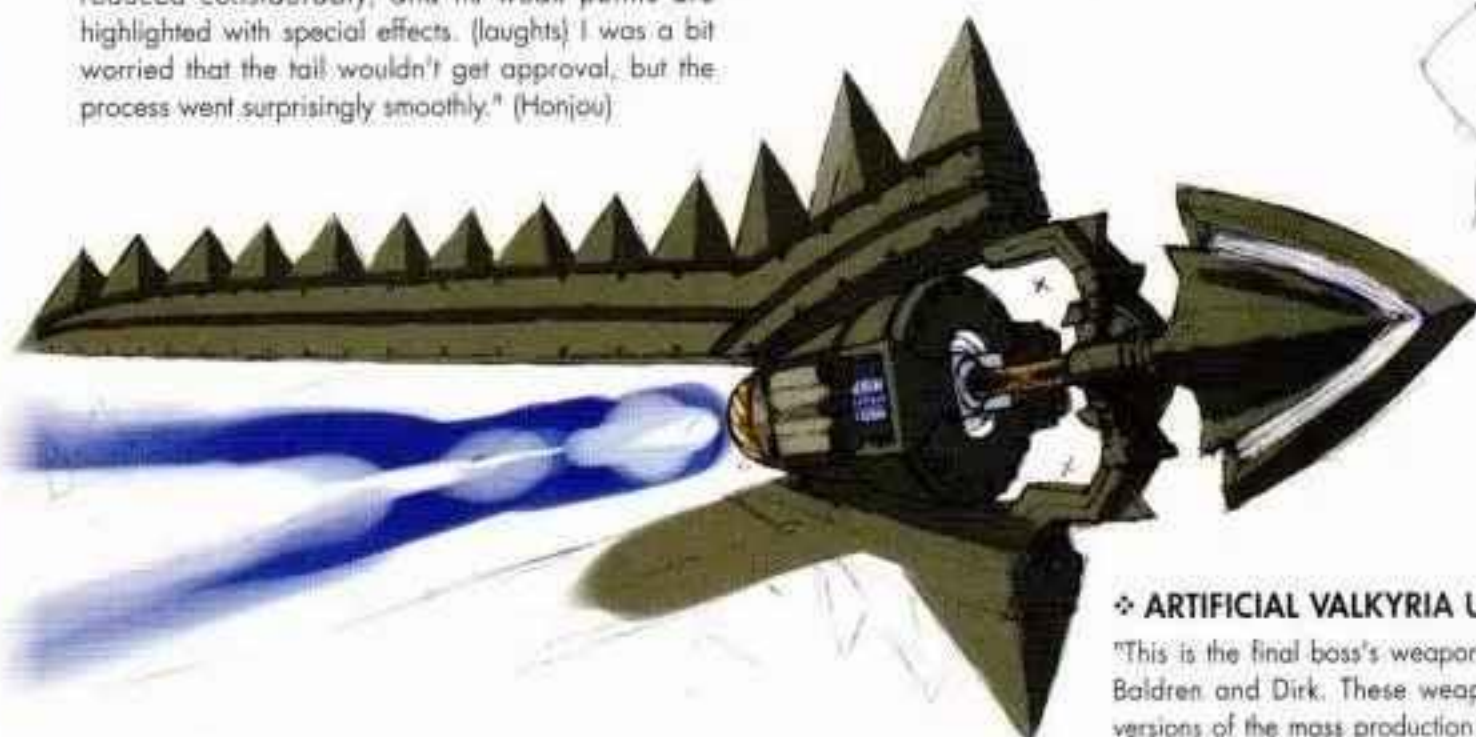
"This Artificial Valkyria unit shows off the next step in Artificial Valkyria technology. Its overall size was reduced considerably, and its weak points are highlighted with special effects. (laughs) I was a bit worried that the tail wouldn't get approval, but the process went surprisingly smoothly." (Honjou)



❖ ARTIFICIAL VALKYRIA UNIT, WINGS PART



❖ ARTIFICIAL VALKYRIA UNIT, REAR AND SIDE VIEWS



❖ ARTIFICIAL VALKYRIA UNIT, WEAPON

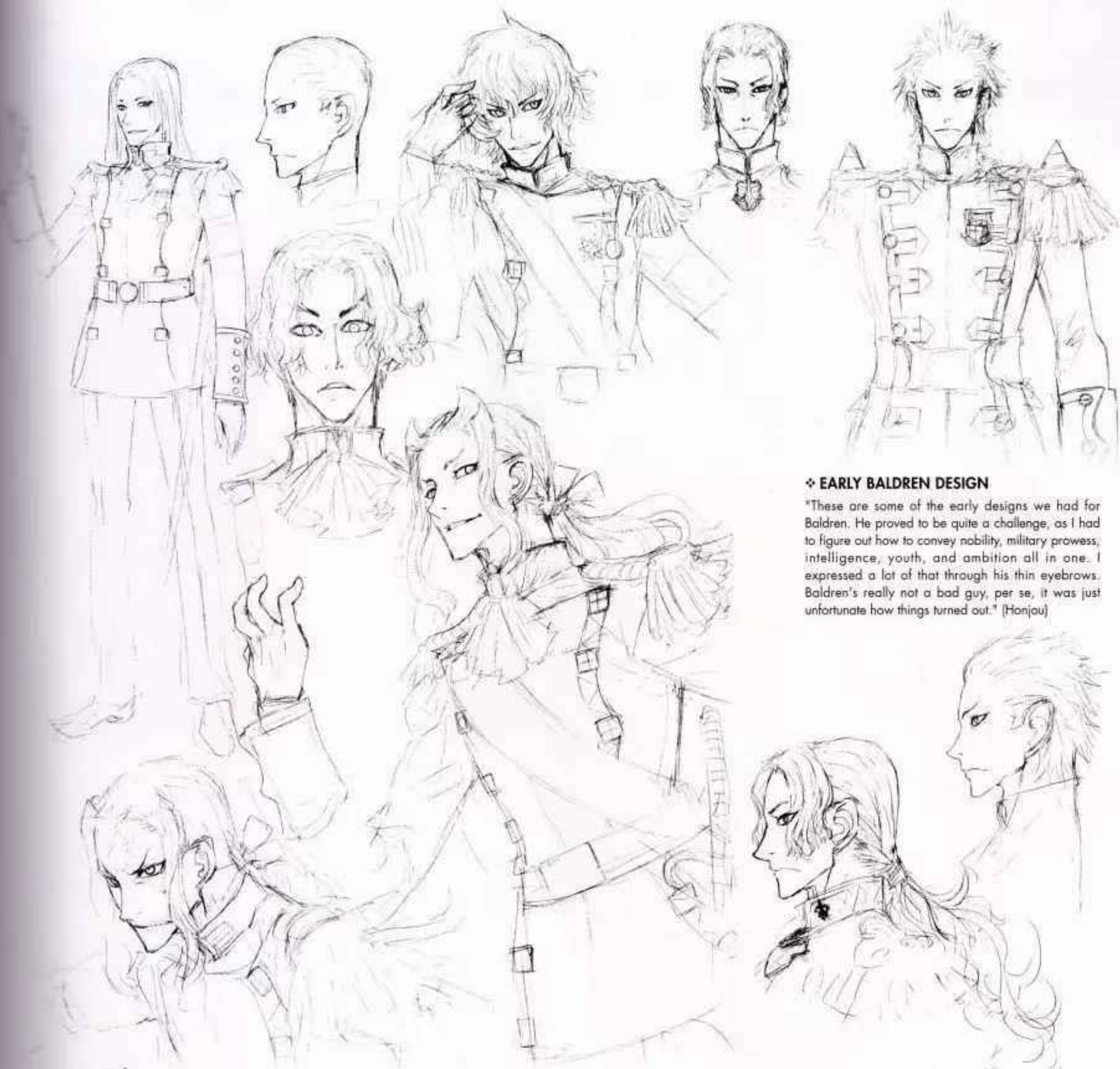
"This is the final boss's weapon. I designed the lance and shield for both Baldren and Dirk. These weapons are designed to look like upgraded versions of the mass production model, so they look extra scary and super powerful. I wanted the shape of the weapon to be easy to make out on the PSP's little screen, so I made the silhouette rather unique." (Honjou)

❖ LANCE



SCI-FI EQUIPMENT

- Since Baldren is the final boss of the game, I wanted to bring out some divinity or superhuman qualities in the design of his equipment. In cases like this, it's generally okay to ignore things like game era continuity, so long as the final product delivers in the "coolness" department. The gas burner wings, however, were shot down almost immediately. (Honjou)
- We wanted the final boss's appearance to have more emphasis on the "entertainment factor" than it did in the previous game, so Baldren's equipment does seem a bit sci-fi when Gallia's current scientific achievements are taken into consideration. (Sega - Ozawa)



✦ EARLY BALDREN DESIGN

"These are some of the early designs we had for Baldren. He proved to be quite a challenge, as I had to figure out how to convey nobility, military prowess, intelligence, youth, and ambition all in one. I expressed a lot of that through his thin eyebrows. Baldren's really not a bad guy, per se, it was just unfortunate how things turned out." (Honjou)



REVIEWING THE ARTIFICIAL VALKYRIA DESIGNS

Whether it was a tank on his back or a gauge on his hip, various details were applied and switched out as the designers tried to find the perfect balance between in-game reality and sci-fi elements. The overall insectoid appearance stays constant throughout all of the designs.

❖ ARTIFICIAL VALKYRIA ROUGH DRAFT

❖ **EARLY LANCE AND SHIELD DESIGNS**

The lance does not seem much different from the final design, but the shield is sporting some large ragnite crystals. The final shield design displays the emblem of the Gallian Revolutionary Army.



Audrey Gassenarl

Character Voice

Ayako Kasumi

オドレイ・ガッセナール

◆ GENDER: Female ◆ AGE: 25 ◆ HEIGHT: 170cm ◆ RACE: Gallian ◆ UNIT CLASS: Tank Commander



Let Hell's
own flames
rain down
upon those
who sully
Gallia! Fiiire!

Origin:	Randgriz City
Academic & Military History:	Graduated from Lanseal Royal Military Academy, enlisted in the Gallian Army
Role:	Lieutenant Commander (Gallian Army), General of Armored Division (Gallian Revolutionary Army)
Combat Skills:	Battle command
Family:	Father (Gilbert), mother, brother (Baldren)
Likes:	Reading holy text, tending to roses
Dream:	To have Gallia ruled by an honest government
Habits:	Brushing her hair back, praying

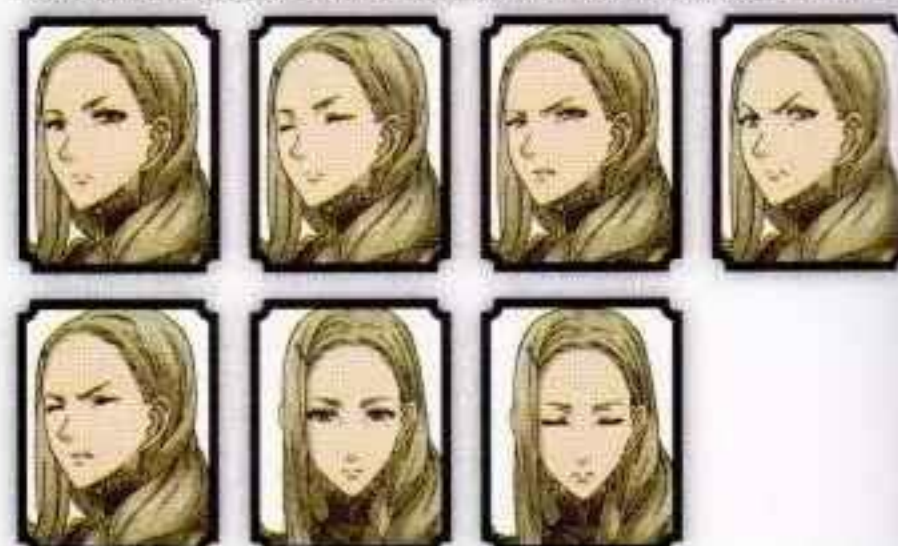
BALDREN'S YOUNGER SISTER, "BATTLE MAIDEN OF THE IRON HORSE"

Audrey is the eldest girl of House Gassenarl, and Baldren's younger sister. She is a devout Yggdist, and worships the Valkyrs as gods. House Gassenarl has had deep ties with the religion of Yggdism since the middle ages, so it was quite natural for Audrey to grow up believing in those tenets. As a child, Audrey enjoyed reading the legends of the Valkyrs, and her admiration for the holy Valkyrs that swept in to save Gallia from the clutches of the evil Darcens influenced her to learn how to fight with a lance. The ancient Valkyrs were said to cherish the virtues of justice, courage, and devotion, so Audrey tried to live by those virtues. She values truth above all else, and hates deception in any form. Audrey likes to watch any theater performances based on the legends of the Valkyrs, and whenever she comes across a particularly good play or theater troupe, she makes a generous donation towards their organization.

During her high school years, Audrey chose to focus her studies on armored vehicles, and showed great promise as a tank commander. Her knowledge and skill surpassed those of the male students in her class. That, coupled with a keen tactical eye, got her scouted into Lanseal Royal Military Academy after she graduated from high school. After receiving training as an officer at the academy, she became an official commissioned officer as well as a tank commander. After graduating from Lanseal, Audrey enlisted in the Gallian Army, where her exceptional skills quickly got her promoted to the rank of first lieutenant.

During the Gallian Campaign, female tank commanders were a rare sight, but Audrey led her squad to victory against imperial forces time and again. Her prowess on the battlefield soon struck fear into the imperial troops, who referred to her as the "Battle Maiden of the Iron Horse". Audrey's future in the Gallian Army seemed promising, until Cordelia made her public confession after the Gallian Campaign. Audrey was devastated to find out that the House she had loyally served for years was not of Valkyrian blood, but the fact that House Randgriz was in fact headed by Darcens, the sworn enemies of the Valkyrs, only twisted the knife further in her heart. Infuriated that House Randgriz had deceived the people of Gallia for so long and tainted the name of the Valkyrs, Audrey made a vow to see Gallia ruled by an honest government. To this end, she left the Gallian Army to join the Gallian Revolutionary Army.

FACIAL EXPRESSIONS



AUDREY IN EVENTS

AUDREY'S DISAPPOINTMENT

As a devout Yggdist, Audrey once served as a loyal officer to the Randgriz house. As one who worships the Valkyrs and thinks of Gallia as a sacred land, Cordelia's confession had delivered a devastating blow to Audrey. After the fall of Randgriz City, there is a scene where the two strong women face each other through the bars of Cordelia's cell. On one side is Audrey, who declares House Randgriz to have been "false leaders", while Cordelia, who puts more value on "how one lives" than house or race, is on the other side. It is made clear that their opinions and ideals could not be more mutually exclusive.



BATTLE AT THE AQUEDUCT

To secure an escape route for defeated Rebel forces, Audrey moved her squad to the harbor city of Anthold and formed a defensive line in front of the city's aqueduct. Class G was able to wipe out the entire Rebel squad by planting explosives on the aqueduct itself, and Audrey lost her life in the resulting explosion of her tank.



DIALOGUE EVENT VISUALS



❖ BATTLE DRESS UNIFORM

❖ FACIAL EXPRESSIONS



❖ ACCESSORY DESIGN



❖ BATTLE DRESS UNIFORM

❖ SHORTSWORD DESIGN



❖ REAR / SIDE DESIGN



❖ UPGRADED AUDREY

This stronger version of Audrey appears in a post-game mission, complete with an upgraded Geirulul. With even more firepower, the Geirulul's bombardments truly are like the "fury of the gods".



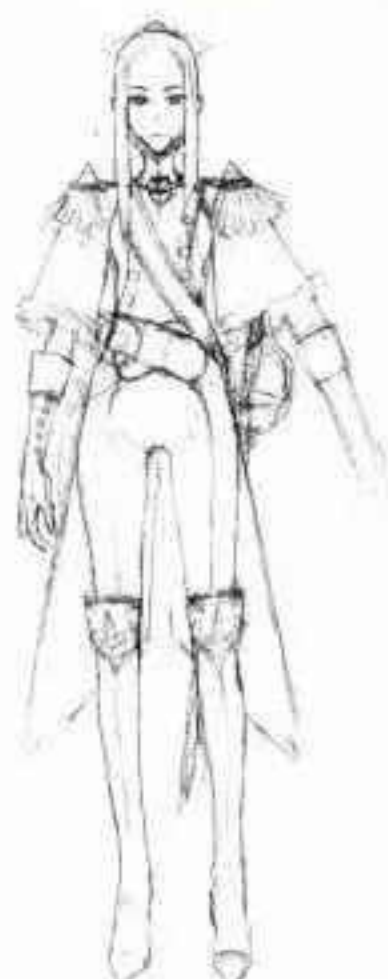
CONSIDERING PINK HAIR

Characters with pink hair tend to stand out. We had to choose between Audrey and Juliana, and in the end the pink hair went to the one with more scenes in the game. (Honjou) We also considered designing Audrey with darker skin, but that would have been a drama in and of itself, so we just gave her a very standard Caucasian skin tone. Audrey was actually the first one to have pink hair, but we realized Juliana and Cosette were both blonde, so we gave Juliana the pink hair and adjusted Audrey's hair to the final color you see in the game. (Sega - Ozawa)

EARLY VISUALS



❖ POTENTIAL FULL BODY DESIGN



❖ POTENTIAL HAIRSTYLE (SIDE VIEW)



❖ POTENTIAL HAIRSTYLE (FULL BODY VIEW)



❖ POTENTIAL HAIRSTYLE (FRONT VIEW)



ANTENNAE ARE BUILT INTO THESE "EARS." THE EARS ARE MODELED AFTER THE GALLIAN FOX.



❖ ANTENNAE DESIGN IDEA

It seems a design of Audrey with animal ear-shaped antennae was considered. A similar design idea was put forth for Alicia in the previous game.



Dirk Gassenarl

ディルク・ガッセナール

Character Voice

Soichiro Hoshi

◇ GENDER: Male ◇ AGE: Unknown ◇ HEIGHT: 200cm



Understood.

Origin:	Unknown
Academic History:	Unknown
Role:	General of Gallian Revolutionary Army Special Operations Division
Combat Skills:	Artificial Valkyria
Habits:	Touching the base of his neck

MYSTERIOUS ARTIFICIAL VALKYRIA

The mysterious knight of House Gassenarl, Gilbert always insisted that Dirk was a step-brother to Baldren and Audrey, born of a different mother. Dirk's duty was to lead the Gallian Revolutionary Army's special squadron of mass production model Artificial Valkyrur. With a full suit of armor topped off with an iron mask, no one knew what Dirk actually looked like.

There was, however, a rumor going around regarding Dirk's true identity. The rumor spoke of a young man named Leon Hardins, elder brother of Avan Hardins, said to have perished while carrying out a "Special Mission" on behalf of Laseal Royal Military Academy. Leon Hardins enrolled at Laseal after the Second European War, and his natural talents were said to have caught the attention of Headmaster Laurence Kluivert. Unbeknownst to the students and faculty of the academy, Headmaster Kluivert was a member of the "Asgardian Council", an organization formed by House Gassenarl. Headmaster Kluivert asked Leon to participate in a "Special Mission" in order to "help achieve true peace for Gallia". Filled with a sense of duty, Leon agreed, though he did not realize that doing so would sentence him to inhumane experimentation.

The Asgardian Council had been formed in order to study the possibility of crafting Artificial Valkyrur. Though much progress had been made in their research, most attempts to graft the technology onto a human being ended in failure, with fatal consequences for the test subject. Leon's biological compatibility with ragnite proved to be quite unique, and he became the first Artificial Valkyria ever to be created in Gallia, otherwise known as the prototype "V0". The procedure was such a shock to his system that Leon seemed to lose his self-awareness, becoming an empty and obedient weapon to be used by the Gallian Revolutionary Army.

Thus, it is said, did "Dirk Gassenarl" come to wield a massive lance and shield against the Gallian Army, overwhelming all that stood against him with a might equal to the ancient Valkyrur of legend.

FACIAL EXPRESSIONS



CONFRONTATION BETWEEN BROTHERS

With the battleship Dandarius looming in the background, Class G entered into a final conflict with Dirk Gassenarl. Having discovered that Dirk was in fact Leon in an altered state, Avan felt a need to try and talk some sense into his brother. Despite Avan's best efforts, Dirk gave no indication that there was any part of Leon left inside the eerie suit of armor, and proceeded to attack while the rest of his Artificial Valkyria squadron opened fire on Class G.



Aliaze challenged Dirk to a direct fight. Two superhuman forces clashed in a brilliant blue blaze, but Dirk was unable to completely block the full might of a true Valkyria and fell before Aliaze.



UNPARALLELED ARTIFICIAL VALKYRIUR SQUADRON

As Dirk, Leon was in charge of leading an entire squadron of V2 model Artificial Valkyria. Each unit requires a large amount of ragnite energy to operate at maximum efficiency, and they are thus reliant on Energy Supply Vehicles. An Artificial Valkyria packs enough firepower to easily take out an armored vehicle, and it was this terrifying force that allowed them to suppress the Gallian Army. Dirk and his squadron played a key role in the taking of Randgriz City.



RAID ON LANSEAL

Once the dirigible Perkunas had come to a stop above Lanseal Royal Military Academy, it proceeded to unload Dirk Gassenarl and countless V2 units onto campus. The squadron of Artificial Valkyria ran amok on the academy grounds, destroying everything within sight. Dirk engaged Juliana, who had undergone the same procedure as Leon, and become an Artificial Valkyria herself. Though it was a close match, the final clash awarded Dirk victory. As a result of the difficult battle, the face under Dirk's helmet was finally revealed.

A POWER FUELED BY LIFE ITSELF

A simple explanation of the Artificial Valkyria technology is that ragnite is used to directly stimulate the brain to the point where it no longer attempts to prevent overexertion. Needless to say, maintaining such a state causes immeasurable damage to both body and mind.



UNDER THE MASK

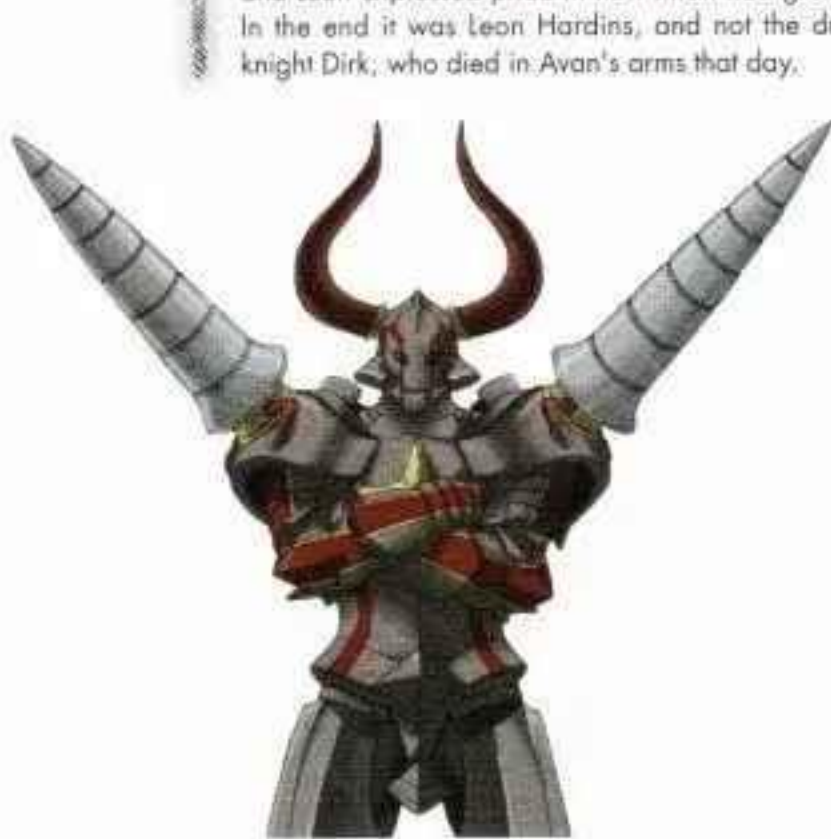
Leon's duel with Aliaze had left him on the brink of death, but he was once again able to interact with Avan as his brother. Leon had agreed to become an Artificial Valkyria because he thought it would allow him to protect his family and his homeland. Unfortunately, he was not able to fully control the massive power he had gained, and his consciousness had been overwhelmed.



FACING THE END AS LEON

With the Artificial Valkyria unit destroyed, Avan and Leon were finally granted a reunion as brothers, and Leon expressed pride in how Avan had grown. In the end it was Leon Hardins, and not the dark knight Dirk, who died in Avan's arms that day.

DIALOGUE EVENT VISUALS





◆ FRONT VIEW

◆ HELMET



◆ WITHOUT HELMET



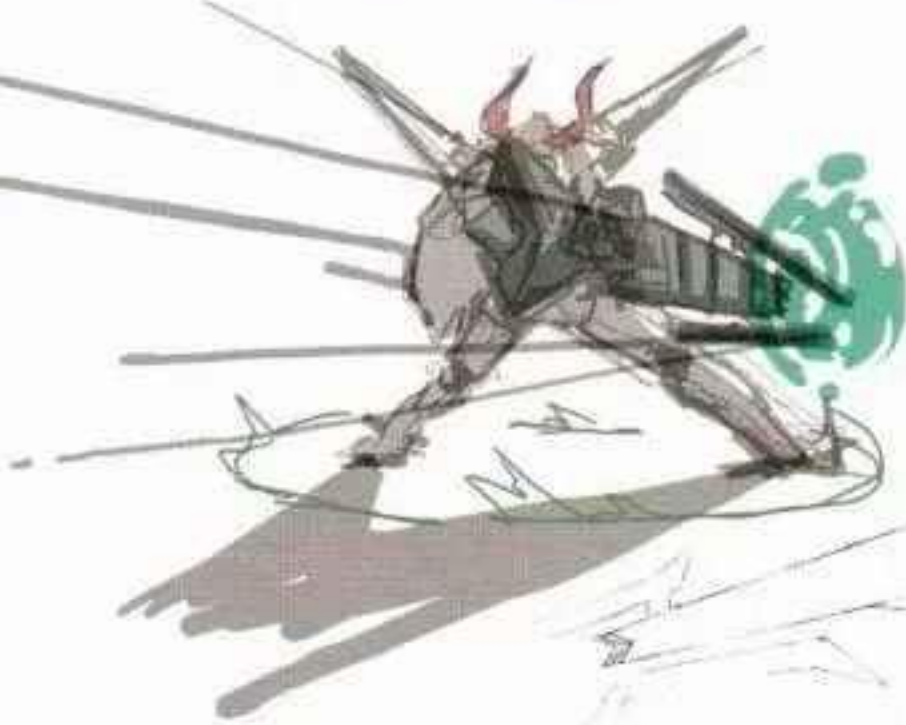
◆ REAR VIEW



◆ HELMET



◆ BATTLE ACTION IMAGE



◆ EVOLUTION OF THE V2

According to game lore, the V2 units were designed for mass production based on the prototype V0, but in reality, the development team started with a V2 and designed Dirk based on that.



◆ EXPOSED HEAD

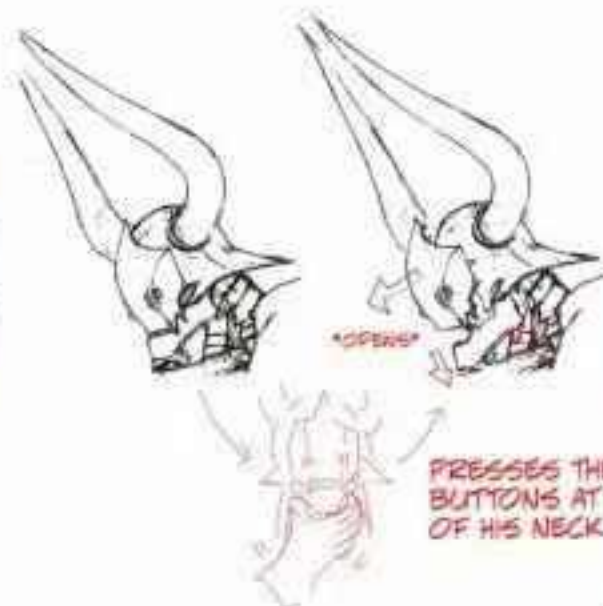
Leon's face is very pale, with many blue veins showing prominently on his face. The longer hair and lack of highlights in his eyes go a long way to convey how much Leon had "changed".

KEY WORDS WERE "BLACK KNIGHT"

I was given the words "Black Knight" as a starting point, so I incorporated a lot of traditional knight armor from western history. I made sure that Dirk's silhouette had some pointy bits, no matter what angle you were to view him from. I also designed his lance and shield to match his armor, so that you know right away that those belong to him. (Honjou)
The gratuitous amount of masculine symbolism is probably what makes Dirk so memorable. When we first saw the design, all of the staff members began buzzing about how "Honjou totally went there". (laughs) (Sega - Ozawa)



◆ SHIELD



◆ MECHANISM FOR REMOVING HELMET

THE MASK MOVES FORWARD, WHILE THE CHIN PIECE MOVES DOWN. THE SOUND IS NOT A METALLIC CLANG, BUT RATHER MORE OF A HYDRAULIC HISS.

PRESSES THE TWO RED BUTTONS AT THE BASE OF HIS NECK.

THE RED LINE SHOWS WHICH PORTION COMES OFF AS THE HELMET.



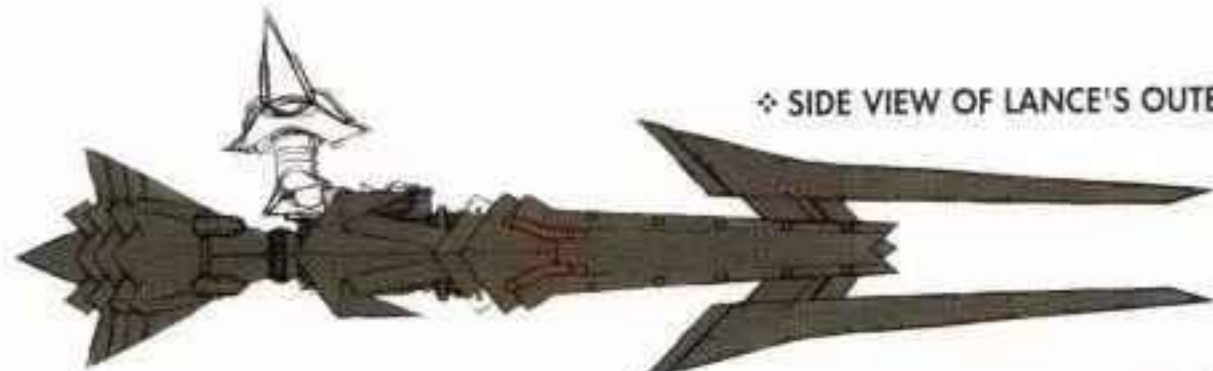
THEN THE HELMET CAN BE PULLED OFF INSTEAD OF COMING OFF STRAIGHT UP. IT'S MORE OF A PULLING TOWARD THE BACK KIND OF MOTION.



◆ ANGLE OF THE HORNS



◆ SIDE VIEW OF LANCE'S OUTER SIDE



◆ INNER SIDE OF LANCE



◆ OUTER SIDE OF LANCE

As with the armor, the lance's design focuses mainly on a silhouette that delivers a lot of impact. The two-pronged fork at the tip of the lance mimics the style of the helmet's horns and the lower end of the shield.

EARLY VISUALS

SIMPLIFYING THE DESIGN

These early sketches show that many of the more detailed parts were altered or removed entirely as the design was refined. The purpose of this was to make sure the armor was memorable while taking the PSP's hardware limitations into consideration. The same can be said for the lance and shield.

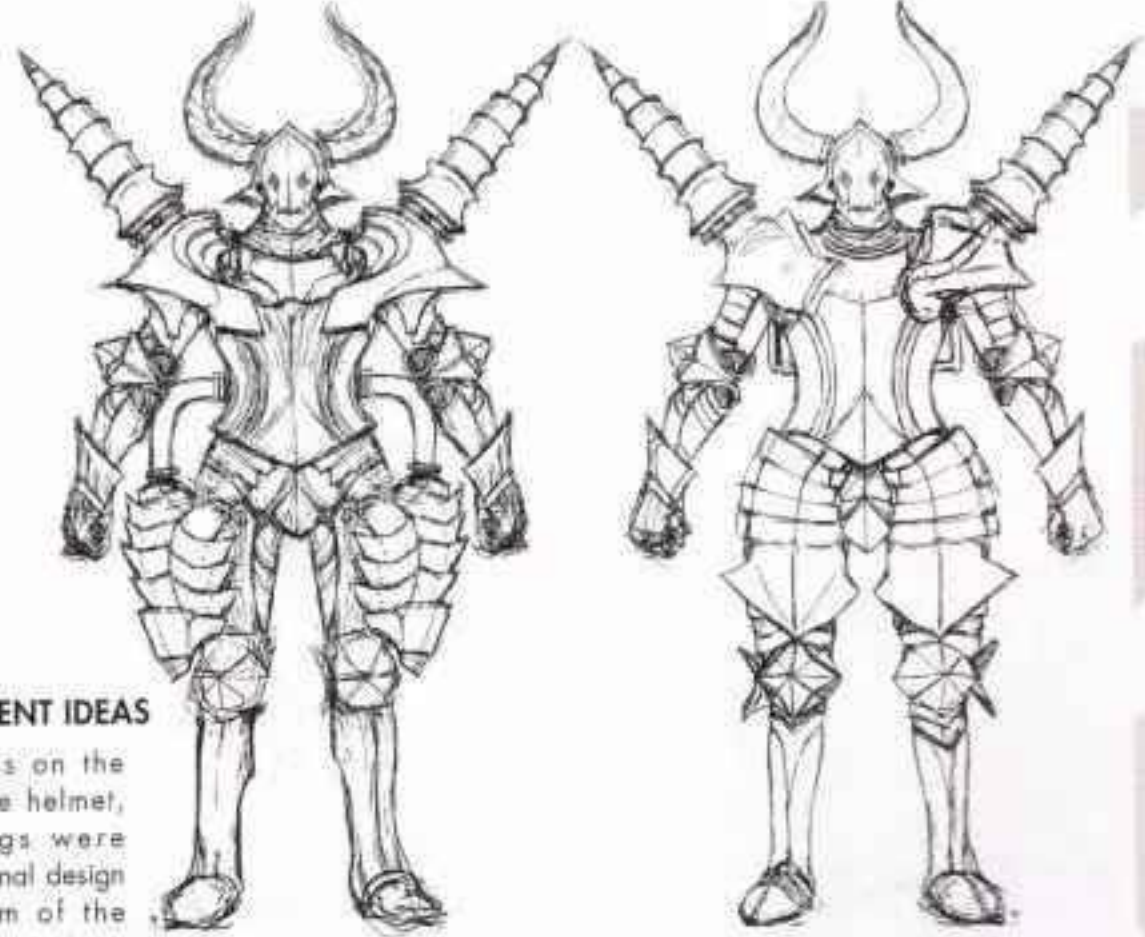
◆ ARMOR IDEAS

This side view shows a sort of backpack on Dirk's back, similar to the one seen on Artificial Valkyria Baldren's design. The sketches below have a lot more extra parts on the armor, but fewer protrusions on the legs when compared to the final design.



◆ DESIGN ACCENT IDEAS

Many variations on the coloration of the helmet, chest, and legs were considered. The final design has the emblem of the Gallian Revolutionary Army centered on the chest.



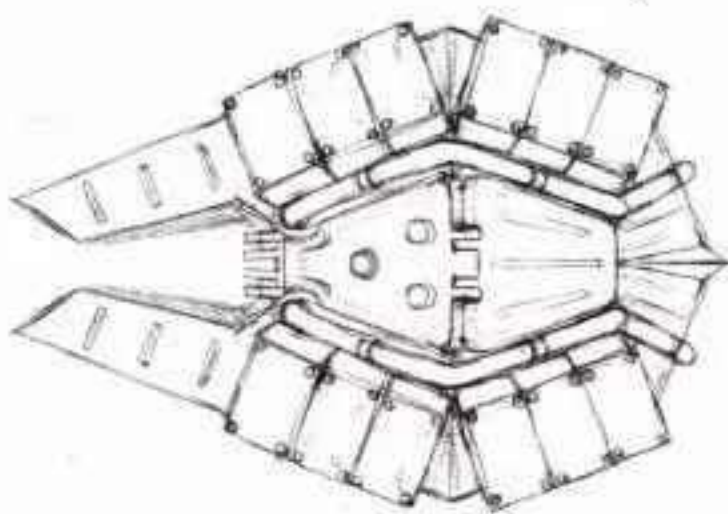


✧ ALTERNATE HELMET IDEAS

The eyes and mouth areas are visible with this helmet design, and a single horn rises from the forehead as a symbol of the Valkyrian lance. The helmet design above and to the right has a piece that flares out behind the head, a design element that was incorporated into the final design.

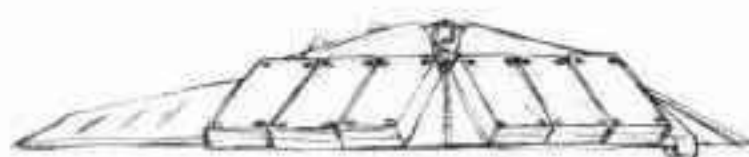
✧ ALTERNATE ARMOR IDEAS

These sketches show a suit of armor that looks more animalistic. The mask and overall equipment vary greatly, but the sharp protrusions on the shoulders and feet look quite similar to the final design.



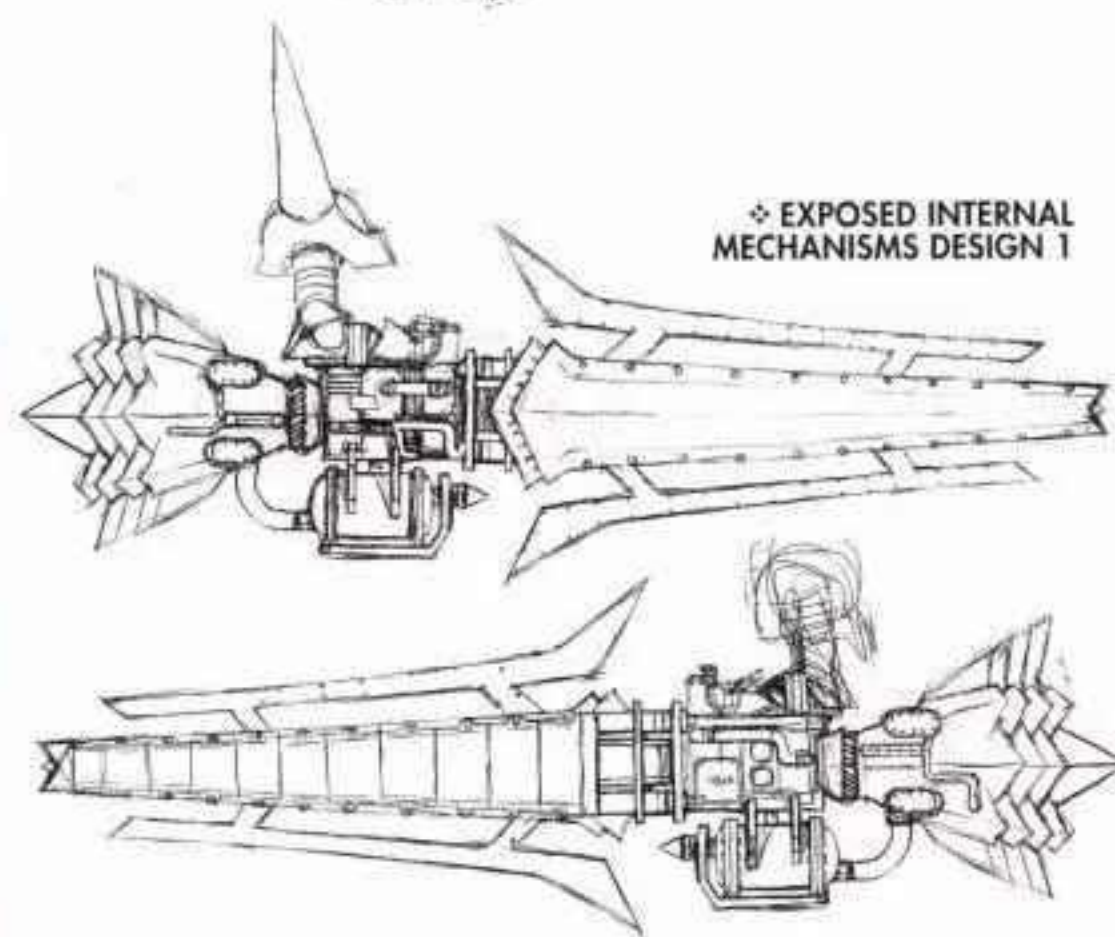
✧ ALTERNATE SHIELD IDEAS

This shield has a lot more parts in the central area. In the simplified final design, the two prongs at the bottom of the shield are more heavily emphasized.



✧ A VERY KNIGHTLY EARLY DESIGN

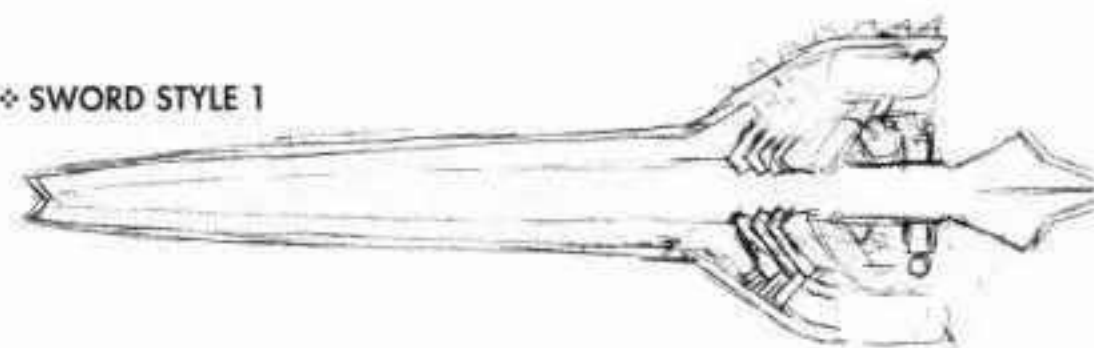
The early designs show quite a bit of medieval knight flavor, which is understandable considering these designs were based on the key words "black knight". The armor also seemed to have a distinctly dark, devilish appearance.



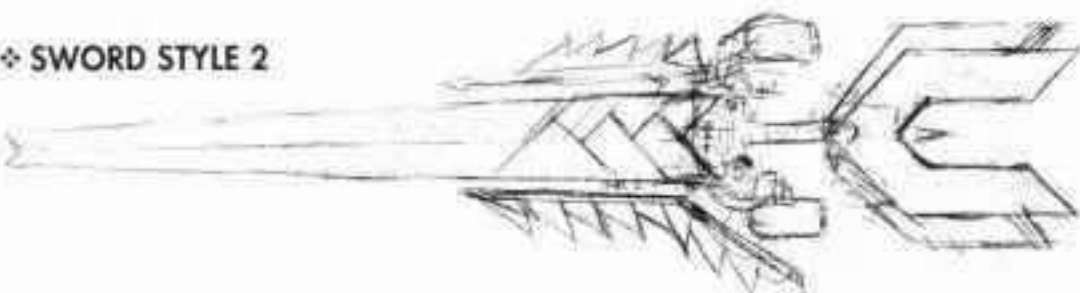
✧ EXPOSED INTERNAL MECHANISMS DESIGN 1

✧ EXPOSED INTERNAL MECHANISMS DESIGN 2

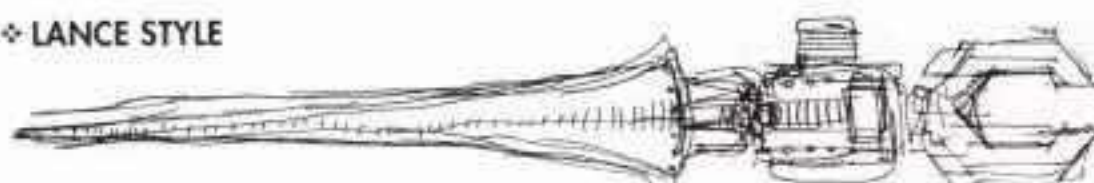
✧ SWORD STYLE 1



✧ SWORD STYLE 2



✧ LANCE STYLE



✧ DRILL STYLE



✧ VARIOUS CANDIDATES FOR DIRK'S LANCE

Alongside relatively simple designs like the basic sword and lance styles, we also see a design for a lance with the internal components exposed, similar to the lances of the first game... but what are we supposed to make of the "Drill Style"!?

Gallian Revolutionary Army Soldiers / Nobles

反乱軍兵士 / 諸侯



◇ NORMAL UNIT



◇ COMMANDER UNIT



◇ V2

THE VALKYRIAN LANCE AS A MOTIF

No matter which unit class they belong to, all Rebel soldiers have a "Valkyrian lance" protruding from their helmets. This theme also applies to Gilbert's and Baldren's shoulders, as well as the Gallian Revolutionary Army flag. It is an expression of the Rebels' faith in the power of the Valkyria. All of the Rebel equipment is manufactured in a factory that is owned by House Gassenarl. Some folks from the development team also told us that the Rebel soldiers were based on a simplified Gilbert design.

FACIAL EXPRESSIONS



◇ REBEL UNIFORM

In the game, this uniform is only seen during the animated cutscenes. The style is based on House Gassenarl fashion, and suits nobles quite well.



◇ GALLIAN REVOLUTIONARY ARMY NOBLES

A few sketches of the nobles who support and aid the Rebels. As with the Rebel uniforms, these characters only make an appearance during animated cutscenes.

Jean Townshend

ジャン・タウンゼント

◇ GENDER: Male ◇ AGE: 47 ◇ HEIGHT: 170cm

CUNNING TACTICIAN CONNECTING THE REBELS TO THE FEDERATION

As the Federation ambassador, Townshend publicly supported Cordelia while solidifying a secret alliance with Gilbert. In exchange for supplying assets like the dirigible Perkunas, the Federation was promised an alliance with Gallia once the Rebels were in control. Townshend also happens to be the mastermind behind the botched attempt at abducting Cordelia during the Gallian Campaign. It is thought that Townshend was still on the battleship Dandarius when it was sunk in the final battle between the Rebels and the Gallian Army, but there is no concrete evidence to prove either his death or his survival.



DIALOGUE EVENT VISUALS



FACIAL EXPRESSIONS



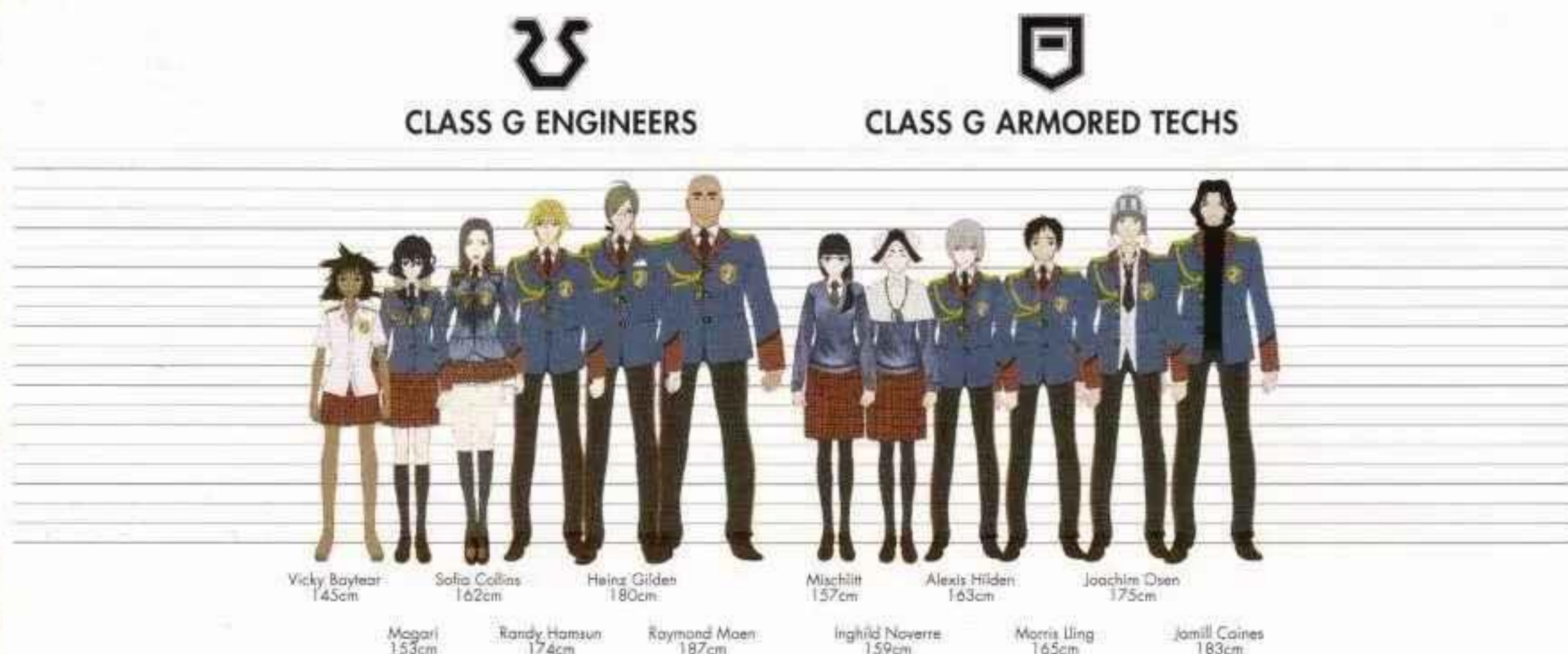
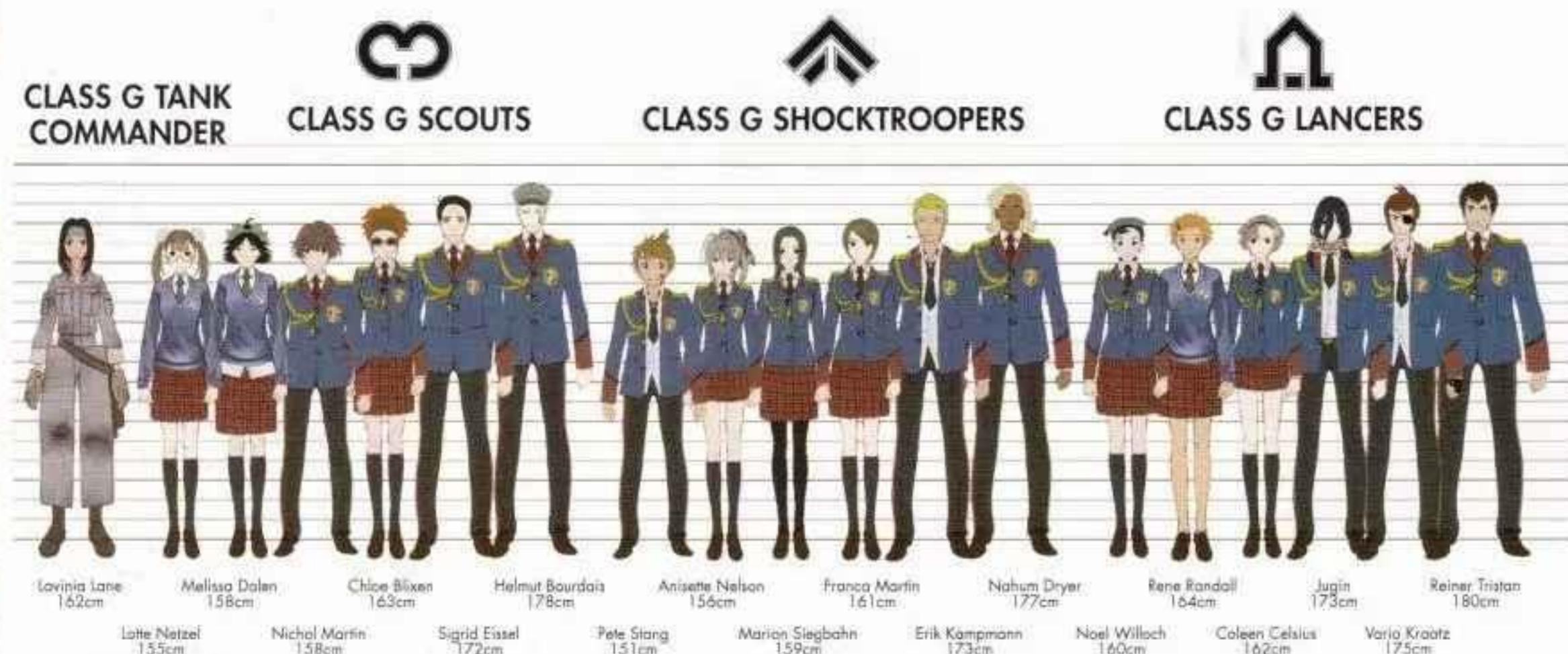
Character Voice

Keiji Hirai

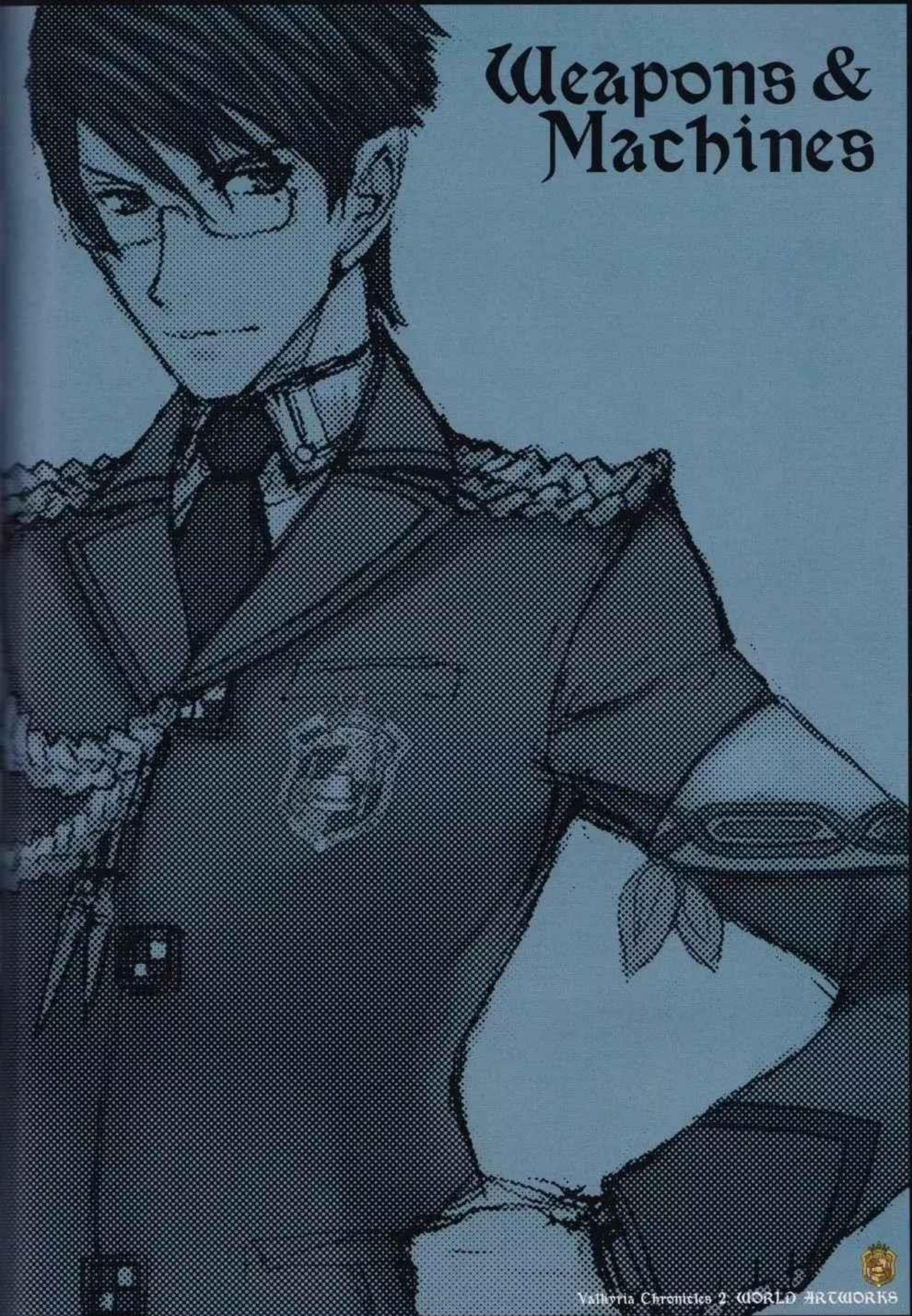


Character Height Chart

The player doesn't get a good feel for the physical height of the characters during the dialogue events in the game, but this chart makes it easier to see how each character compares to the others, and also why Morris is so self-conscious about his height. Another use for this chart is to see just how long (or short!) the girls wear their skirts.



Weapons & Machines





Gallian Tanks

ガリア軍戦車

Gallia's thoughts on the development of tanks was forever changed in 1935, by the Empire's invasion. Up until then, Gallian soldiers had always used their mobility, knowledge of the terrain, and tactical interception fire to dominate the field. When the imperial tanks rolled in, their tough armor and high firepower dealt a devastating blow to Gallia's army. As a result, development of new tanks was made a

priority, and the new "Type 36" tanks were created based on the data provided by the prototype Edelweiss. Gallia's new tank boasted impressive features as well as a production cost low enough to allow for mass production. These tanks were first deployed in 1937, and tanks have since become a key part of Gallia's national defense.



Light Tank A

軽戦車A

Body Only

◇ LENGTH: 3.98m ◇ WIDTH: 2.06m ◇ HEIGHT: 1.43m ◇ WEIGHT: 6.2t

With Basic Standard Turret

◇ LENGTH: 4.31m ◇ WIDTH: 2.06m ◇ HEIGHT: 2.17m (not including antenna)

◇ MAXIMUM SPEED: 45km/h ◇ MAXIMUM POWER: 180hp / 2,000rpm

HERALD OF THE TANK AGE

Created as a result of Gallia's new tank development policy, this tank's design was based on the Edelweiss, the tank that had proven its worth during the Gallian Campaign. The Light Tank A was built with the versatility that Gallians are known for, and possesses a good balance of offense, defense, and mobility. Though this small tank was created as more of a prototype than anything else, it can be modified with all but the heaviest turrets. Due to the limitations of the engine's power, the Light Tank A cannot be outfitted with additional armor parts, so caution is required when facing enemies armed with anti-tank weapons. Despite its limitations, the Light Tank A still packs enough firepower and defensive strength to make it a dependable ally against infantry and armored vehicles.

Although the Light Tank's individual features may not seem particularly impressive when compared to the Medium Tank and Heavy Tank, one should keep in mind that the low production cost of a Light Tank would make it quite valuable during a large-scale war. Not only are cost considerations much more relevant to a small country like Gallia, being able to mass produce Light Tanks allowed Gallia to quickly rebuild its defensive force after it was all but wiped out by the Empire.



◇ FRONT



◇ SIDE



◇ REAR



NORMAL

COMMANDER

ACE

TANK CAMOUFLAGE VARIATIONS

If there was one thing that the people of Gallia learned from the Gallian Campaign, it was that raw power was not always a guarantee of victory. Gallia's soldiers were clearly outnumbered by both the Empire and the Federation, so they had to put extra thought into increasing their chances of survival. Prior to 1935, all of Gallia's tanks bore the national colors of Gallia, and were viewed as symbols of morale. After the Gallian Campaign, new tanks started being painted with various camouflage patterns in order to conceal them from enemy eyes.



◇ ENEMY CAMOUFLAGE



◇ ENEMY COMMANDER CAMOUFLAGE



◇ ENEMY ACE CAMOUFLAGE

3D MODELS OF TANKS

When working with 3D models, simply inputting all the right numbers does not always produce a "believable" model. A few "showy" adjustments can actually make a model more realistic. Tabayashi from Sega had something interesting to share regarding modeling.

"When you put a model through the CANVAS filter, it gets a little deformed, and strays from the actual numbers. In the game, some of the

larger tanks might look kinda cute, despite the numbers we put into their models. Similarly, some models may have been pushed past their actual specs. When it comes to 3D models, I think it's more fun to figure out what looks best and right for the game, rather than get caught up on accurately following the numbers." (Sega - Tabayashi)

Light Tank B

軽戦車B

Body Only

◇ LENGTH: 4.31m ◇ WIDTH: 2.04m ◇ HEIGHT: 1.53m ◇ WEIGHT: 8.1t

With Basic Anti-Armor Gatling Turret

◇ LENGTH: 4.31m ◇ WIDTH: 2.04m ◇ HEIGHT: 2.25m (not including antenna)

◇ MAXIMUM SPEED: 55km/h ◇ MAXIMUM POWER: 200hp / 2,500rpm

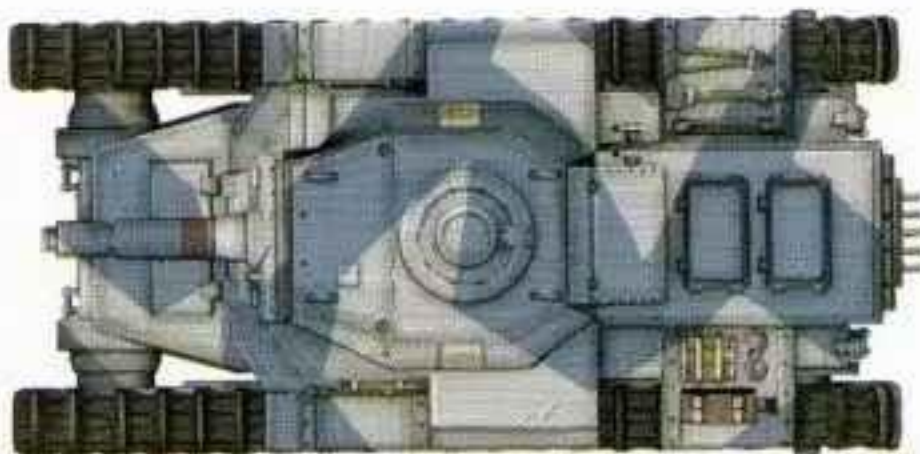
FASTER THAN A SPEEDING TANK

The Light Tank B is a Light Tank variation designed to improve on the Light Tank A design. Though the Light Tank B cannot carry a turret much larger than what the Light Tank A can bear, the power of the engine was improved, allowing the Light Tank B to move faster as well as unhindered over troublesome terrain. Another major victory for the Light Tank B is that it costs little more than an APC (Armored Personnel Carrier) to produce.

The tank may be a formidable weapon, but it wouldn't be of much use in a war if it wasn't able to get to the actual battle. In contrast to the Light Tank A, which was built with versatility in mind, the Light Tank B's design was focused on mobility. Able to travel easily over the roughest terrain and outmaneuver slower tanks, the Light Tank B opened up new possibilities as far as tank tactics were concerned.

TANK FEATURES

Since the Light Tank B does not have any side armor on the outer side of the treads, we can see that wooden boards are used for suspension. Below the turret, at the center of the main body, there is a small ledge on either side which allows for the mounting of a turret that is wider than the tank's body.



◇ CAMOUFLAGE VARIATION - URBAN CAMOUFLAGE



Gallian Tanks

Medium Tank A

中戦車A

Body Only

◆LENGTH: 5.66m ◆WIDTH: 2.81m ◆HEIGHT: 2.03m ◆WEIGHT: 11.9t

With Basic Anti-Armor Utility 1 Turret

◆LENGTH: 6.09m ◆WIDTH: 2.81m ◆HEIGHT: 2.96m (not including antenna)

◆MAXIMUM SPEED: 45km/h ◆MAXIMUM POWER: 250hp / 2,800rpm

THE EDELWEISS LEGACY

The Medium Tank A is the Light Tank A evolved. It is the same size as the Edelweiss, the tank that helped to claim victory for the Gallian Militia during the Gallian Campaign. The only difference between the Medium Tank A and the Edelweiss is that the latter was built with all of the best and latest technology, regardless of cost. The Medium Tank A was designed with mass production in mind, and many adjustments were made to lower production costs. The Edelweiss had a powerful engine that wouldn't normally be expected within a tank of its size; but that extra power allowed it to carry a larger turret and thicker armor. A stationary turret with a larger caliber was also considered for the Edelweiss, making it a truly luxurious tank. With mass production being the aim of the Medium Tank A, matching the Edelweiss in every aspect was an impossibility. Using the same parts that were being developed and refined for the Light Tank A helped to reduce the cost of the Medium Tank A. Though the Medium Tank A may not be anywhere near the Edelweiss in terms of features, its ability to wield a mortar turret set it apart from the Light Tanks. The Medium Tank A is also much easier to pilot, with forward and backward movements accomplished with little difficulty. All of these factors granted the Medium Tank A a central role within the army's armored division.

TANK FEATURES

The Medium Tank A's silhouette is relatively similar to that of the Edelweiss. The armor extends over the entire top surface of the treads, offering some protection from the threat of enemies at close range. The fact that the wooden board suspension system of the Light Tank was replaced with a more sophisticated and consequently more expensive wheel system also suggests that some compromises were made with regard to production cost.



◆ FRONT



◆ REAR



◆ VIEW OF ALL FOUR SIDES



Extra engine power allows the Medium Tank A to carry heavier turrets, but that combined with the larger body and thick armor prevents the Medium Tank A from moving any faster than a Light Tank A.

Medium Tank B

中戦車B

Body Only

◇ LENGTH: 6.08m ◇ WIDTH: 2.96m ◇ HEIGHT: 2.11m ◇ WEIGHT: 16.2t

With Basic Mortar Utility 1 Turret

◇ LENGTH: 6.67m ◇ WIDTH: 2.96m ◇ HEIGHT: 3.02m (not including antenna)

◇ MAXIMUM SPEED: 45km/h ◇ MAXIMUM POWER: 300hp / 3,000rpm

MEDIUM TANK VARIATION

The Medium Tank B's design was also based on the Light Tank A. There are many different regions with just as many different climates within the borders of Gallia, and the Light Tank A's versatility effectively made it a jack of all trades, but master of none. The Medium Tank B was built with considerations for the harsher environments that Gallian soldiers might find themselves in. One of the unique features of the Medium Tank B is the pair of eight small wheels that runs the treads. Having more wheels offers a smoother ride, and although hoping for a comfortable ride in a tank may seem rather outrageous, it was something worth thinking about.

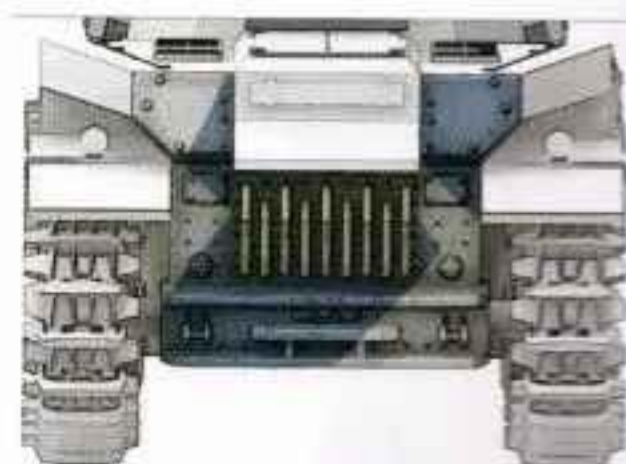
The tank is a sort of paradox in that having a smaller body would allow it to avoid enemy fire more easily, but a larger body is required to carry heavy turrets. An important part of designing any tank is to figure out where to set the balance in order to determine the final size of the body. During this process, very little thought usually goes toward the pilot's personal space and comfort. But rough rides often saw tank pilots getting thrown against their tank's interior walls and equipment, sometimes leading to serious wounds and even death. Thus, consideration for such things when designing a new tank was not an entirely ridiculous notion. That being said, a wheel system that offers great suspension but is extremely complicated would not only increase production costs, but would also make proper maintenance more challenging. So, as with all things, the key is to balance and compromise.



◇ FRONT



◇ REAR



◇ REAR



Gallian Tanks

Heavy Tank A

重戦車A

Body Only

◇ LENGTH: 6.31m ◇ WIDTH: 3.52m ◇ HEIGHT: 2.06m ◇ WEIGHT: 37.5t

With Basic Anti-Armor Utility 2 Turret

◇ LENGTH: 7.48m ◇ WIDTH: 3.52m ◇ HEIGHT: 3.21m (not including antenna)

◇ MAXIMUM SPEED: 40km/h ◇ MAXIMUM POWER: 680hp / 3,000rpm

THICK AND SOLID

Their encounter with the Imperial forces during the Gallian Campaign had shaken the Gallian Army to their core. In most cases, Light Tanks, Medium Tanks, and Heavy Tanks are all developed separately, as entirely different weapons. In Gallia, the basic design principles of all tanks are based on the Light Tank A. Since this method makes the designing of new tanks more like improving upon what already exists, rather than creating something totally new, the time it takes to develop and produce each new type of tank is significantly less.

It is uncertain what the main purpose of the Heavy Tank A's design was, but it is not difficult to imagine that it was influenced by the Lupus Regnum, the Imperial tank that attacked the Great Vassel Bridge during the Gallian Campaign. Though the Lupus Regnum suffered from various limitations, it was nearly invincible with its armor extended over the radiator, which provided added defense in exchange for some loss in cooling efficiency, and the 122mm turret offered terrifying firepower. Gallian tanks were always designed for defensive purposes; as they would never be invading another country, so their designers were willing to sacrifice some functional mobility because they knew the tanks' operators would always have the advantage of knowing the terrain. The sum of all of these factors is the Heavy Tank A. Though its large body does not lend itself well to mass production, the Heavy Tank A can be outfitted with all of the parts that its light and Medium cousins can. Once it is out on the field, very few things can challenge the Heavy Tank A's advance.



◇ FRONT



◇ REAR



A good tank needs to be both a powerful weapon as well as a sturdy shield. Fortunately, those two things are not mutually exclusive when it comes to tank design. There are, however, other features and attributes that must be compromised, such as mobility and production cost.

Heavy Tank B

重戦車B

Body Only

◇LENGTH: 7.15m ◇WIDTH: 3.80m ◇HEIGHT: 2.21m ◇WEIGHT: 46.5t

With Basic Anti-Armor Spec 1 Turret

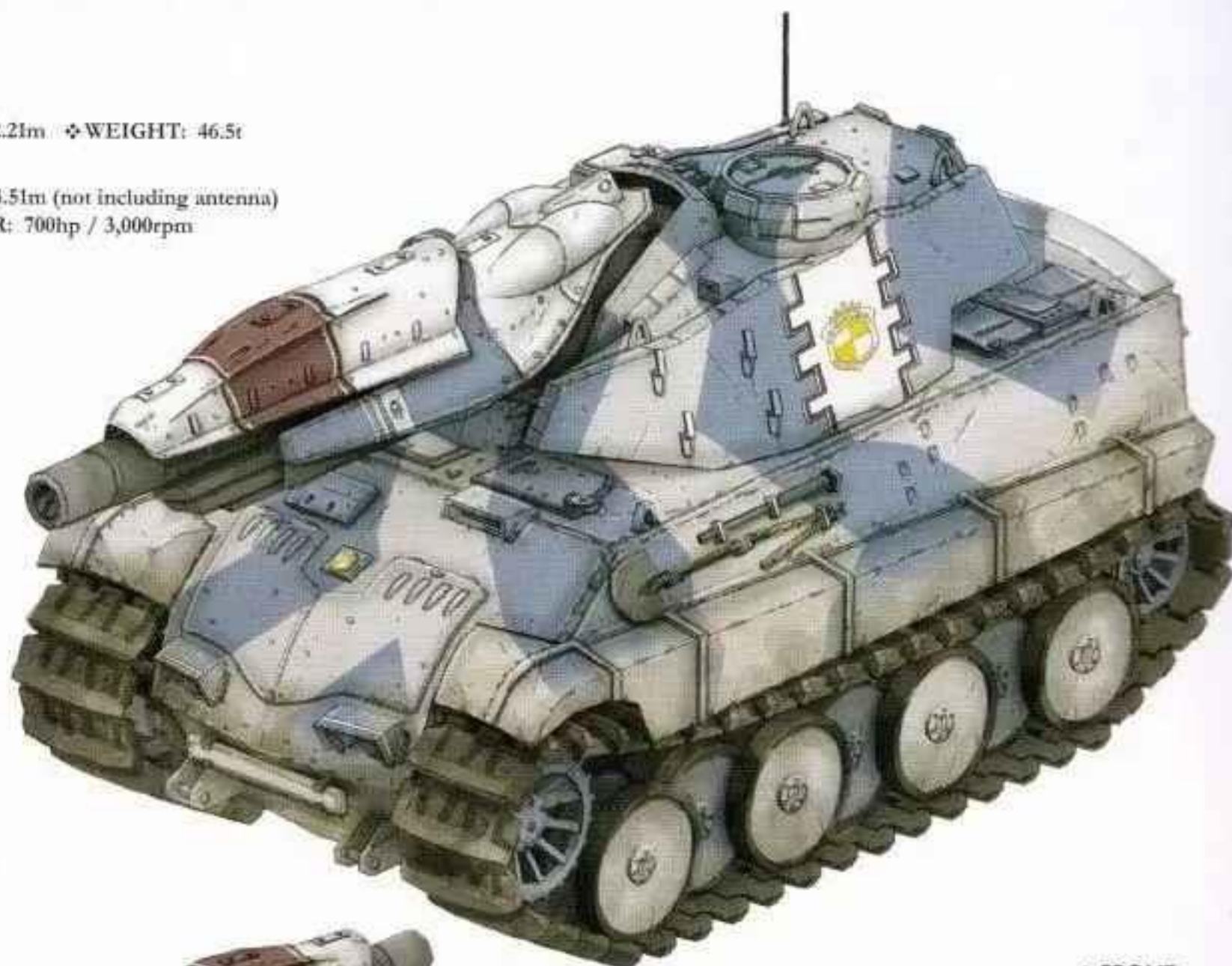
◇LENGTH: 8.68m ◇WIDTH: 3.80m ◇HEIGHT: 3.51m (not including antenna)

◇MAXIMUM SPEED: 37km/h ◇MAXIMUM POWER: 700hp / 3,000rpm

THE PINNACLE OF TANK DESIGNS

Once again starting with the Light Tank A as a base, the Heavy Tank B was a sort of experiment to see just how far one could go with a tank's firepower and defensive capabilities. The Heavy Tank B has a rounder body than the Heavy Tank A, which disperses the kinetic energy of incoming projectiles, thus reducing the amount of damage taken. The Heavy Tank B also boasts a superior carrying capacity, allowing it to carry the largest turrets and thickest armor. Another noteworthy feature of the Heavy Tank B is the wheel system. With each wheel offset from the one next to it, the stress on the treads is spread out over a wider surface area. Another purpose of this wheel system is to allow the tank to reach higher speeds than would be possible with smaller wheels. The Heavy Tank B is truly an ambitious design.

As is to be expected, all of the outstanding features mentioned above resulted in a high production cost, as well as some logistical challenges. In a world where aircraft are gradually becoming more common, a Heavy Tank such as this will no doubt fade into obscurity before long. Still, in 1937 Europa, the Heavy Tank B was undoubtedly the ultimate mass produced tank.



◇ FRONT

◇ REAR



TANK SIZE COMPARISON

This diagram shows the difference in size between all the tanks, from the Light Tank A to the Heavy Tank B. Since all of the tanks' designs were based on that of the Light Tank A, it is unsurprising that there is so little variance in actual size. That said, when it comes to developing new and improved tanks, the usual process is to go larger, but it speaks volumes of Gallia's industrial prowess that they were able to achieve such a varying range in features while maintaining the same general size.



LIGHT
TANK A

LIGHT
TANK B

MEDIUM
TANK A

MEDIUM
TANK B

HEAVY
TANK A

HEAVY
TANK B

Gallian Armored Personnel Carriers

ガリア軍装甲車

Gallia has always felt reassured by the natural defenses that exist within its borders. But the Gallian Campaign had proven that an armored unit could make its way through the wall of trees known as the Kloden Wildwood. Gallia reassessed its defensive tactics, and prioritized the development of APCs in order to perform reconnaissance and transport troops wherever necessary, as quickly as possible.



Utility APC

多目的装甲車

Body Only

◇LENGTH: 4.74m ◇WIDTH: 2.14m ◇HEIGHT: 1.80m ◇WEIGHT: 5.2t

With Basic Gatling 2 Turret

◇LENGTH: 4.74m ◇WIDTH: 2.14m ◇HEIGHT: 2.24m (not including antenna)
◇MAXIMUM SPEED: 70km/h ◇MAXIMUM POWER: 105hp / 3,500rpm

VERSATILE BATTLEFIELD TAXI

This multi-purpose vehicle can be modified with the same parts as the Medium APC. The Utility APC's main purpose is to transport troops and supplies as opposed to getting into direct firefights, so its armor is relatively thin. However, it has considerable cargo space and is able to transport the turrets and parts that other armored vehicles need.

As with all of Gallia's armored vehicles, the Utility APC's design was based on the Light Tank, and as a result is able to be modified

with the same turrets. Its high center of gravity and the fact that it has tires instead of treads, however, limit the Utility APC to turrets that offer minimal recoil, such as the Gatling Turret and the Flamethrower Turret.

Though the Utility APC can only carry the same number of passengers as the other APCs, its carrying capacity allows for the addition of a Cargo Backpack Part, which would then increase the maximum number of passengers, making it an effective taxi.



◇ FRONT



◇ REAR

APC SIZE COMPARISON

Despite the fact that even the Heavy APC's armor is much thinner than the Light Tank's, the Heavy APC's size is nowhere near as compact. The reason for this is that the Light Tank design emphasizes defensive strength, whereas the APC's strength lies in the amount of cargo space it has within.



LIGHT
TANK



LIGHT
APC



MEDIUM
APC



HEAVY
APC



UTILITY
APC

Light APC

軽装甲車

Body Only

◆ LENGTH: 4.62m ◆ WIDTH: 2.02m ◆ HEIGHT: 1.69m ◆ WEIGHT: 3.5t

With Basic Gatling 3 Turret

◆ LENGTH: 4.62m ◆ WIDTH: 2.02m ◆ HEIGHT: 2.08m (not including antenna)

◆ MAXIMUM SPEED: 85km/h ◆ MAXIMUM POWER: 85hp / 3,800rpm

AGILE DESCENDANT OF LIGHT CAVALRY

Built alongside the Light Tank as part of Gallia's new policy on armored vehicles, the Light APC was the foundation for other APCs to come. Though the Light APC is light and mobile, its build limits its defensive capabilities as well as its cargo space. Still, it retains enough carrying capacity to equip all Gatling and Flamethrower Turrets. Despite the fact that it runs on tires, the Light APC's minimal weight allows it to travel over rough terrain, and serves to distract enemy armored units or gather valuable intelligence deep behind enemy lines.

The Light APC is built with a reasonable armor thickness, so it is able to shrug off attacks from rifles and other similar weapons, though it is still vulnerable to more powerful weapons like Anti-Armor Lances and Gatling Turrets. The Light APC is not designed for combat, but is capable of dealing with minor resistance on the way to its objective, as well as carrying a few passengers home safely.



◆ FRONT



◆ REAR



◆ SIDE



APC CAMOUFLAGE VARIATIONS

As with tanks, APCs also make use of carefully designed camouflage coatings to keep them safe from the watchful eyes of the enemy. The most appropriate camouflage coating is applied to vehicles prior to a mission, depending on whether the mission will take place in a wooded area, a desert, or snowy mountains. The Urban Camouflage coating shown to the right makes use of two shades of gray in geometric shapes that mimic the straight edges of concrete buildings often found in urban environments, thus helping to reduce the visibility of the vehicle in such settings.



◆ CAMOUFLAGE VARIATION
- URBAN CAMOUFLAGE



Though not heavily armored, the Light APC is capable of withstanding attacks from small arms. A soldier with low defense, such as a Scout, could effectively use a Light APC as a shield while progressing through the battlefield.

Gallian Armored Personnel Carriers

Medium APC

中装甲車

Body Only

◇ LENGTH: 4.76m ◇ WIDTH: 2.06m ◇ HEIGHT: 1.87m ◇ WEIGHT: 4.8t

With Basic Flamethrower 1 Turret

◇ LENGTH: 4.76m ◇ WIDTH: 2.06m ◇ HEIGHT: 2.36m (not including antenna)
◇ MAXIMUM SPEED: 65km/h ◇ MAXIMUM POWER: 95hp / 3,200rpm

RECONNAISSANCE EXPERT

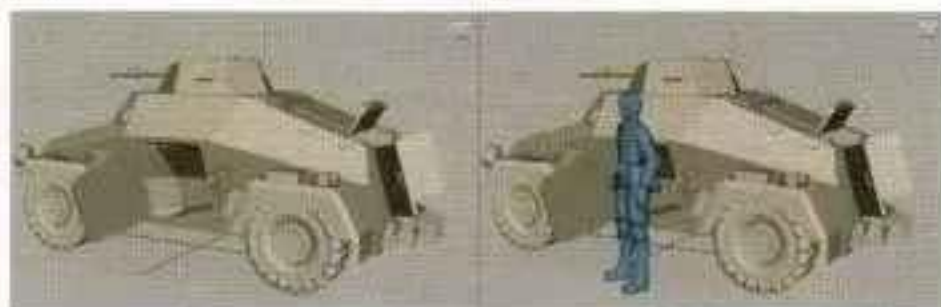
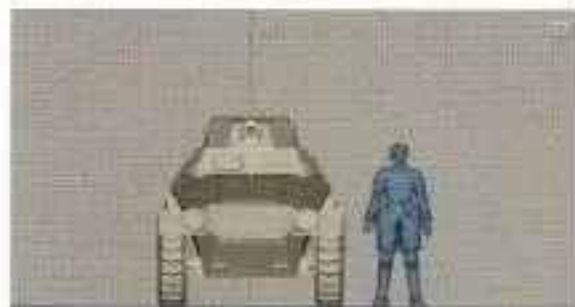
The Medium APC is basically a Light APC with thicker armor. It also has a greater carrying capacity, though that resulted in more overall weight. To counteract the additional weight, the number of wheels was increased from four to six. In order to make the Medium APC more durable than the Light APC, the side external doors were removed in favor of a large hatch at the back for passengers to use. To ensure the Medium APC could load and unload its passengers quickly

through a single door, the rear hatch opens up very wide. As with the Light APC, the facets of the Medium APC's body are angled to better deflect incoming bullets. Having sacrificed some mobility for extra protection, the Medium APC is able to venture into more dangerous territory than the Light APC in order to gather valuable intelligence on enemy positions and movements. Despite the improved armor, the Medium APC is still not capable of standing up to Anti-Armor weapons.

◇ FRONT



◇ REAR



COMPARISON TO HUMAN SIZE AND DEMONSTRATION OF GIMMICKS

These images show a human figure of average height standing next to a Light APC. When the turret is removed, the Light APC is only about as tall as a human (approximately 170cm), which is average for armored vehicles. The images also show the Light APC with the side doors and rear hatch open. Passengers could also climb in from the hatch that is located at the top of the turret. When it comes to hatch size, smaller hatches allow for greater protection, so the sizes of the hatches

on the Light APC were kept as small as possible. A unique feature of the APC is that the interior is one space, so the pilot could technically climb in the rear hatch and walk to his seat at the front of the vehicle. Gatling Turrets and Flamethrower Turrets equipped on an APC do not have a basket for the operator. It was thought the basket would restrict movement within the vehicle too much, so the turret operator must stand below the turret in order to operate it.

Gallian Armored Personnel Carriers

Heavy APC

重装甲車

Body Only

◇LENGTH: 5.20m ◇WIDTH: 2.30m ◇HEIGHT: 2.02m ◇WEIGHT: 7.9t

With Basic Flamethrower 2 Turret

◇LENGTH: 5.20m ◇WIDTH: 2.30m

◇HEIGHT: 2.57m (not including antenna)

◇MAXIMUM SPEED: 80km/h ◇MAXIMUM POWER: 130hp / 3,000rpm

ARMORED SLEIPNIR

Pile on as much armor as you can onto the Light APC, and you get the Heavy APC. The upgraded armor and weapons of the Heavy APC are testament to the technological advances that were being made with the ragnite engine. To compensate for the Heavy APC's weight, two more wheels were added to the Medium APC model, for a total of eight wheels. Having more wheels not only spreads the weight of the vehicle out, but also keeps the vehicle going should a mine take out one of its wheels. The Heavy APC is able to withstand attacks from Gatling Turrets, making it much more difficult to destroy than the other APCs. This durability comes at the price of mobility, however, so the Heavy APC is not well-suited to reconnaissance missions. The Heavy APC's armor, though quite remarkable for an APC, would still not stand a chance against an enemy tank's Anti-Armor round, and the Heavy APC is also unable to be modified with any Anti-Armor weaponry of its own, so it is best to keep it clear of any enemy tanks.



◇ FRONT



◇ FRONT



◇ REAR



◇ REAR

Escort APC

護送用装甲車

Body Only

◇LENGTH: 4.62m ◇WIDTH: 2.02m ◇HEIGHT: 1.69m ◇WEIGHT: 3.5t

With Basic Gatling 3 Turret

◇LENGTH: 4.62m ◇WIDTH: 2.02m

◇HEIGHT: 2.08m (not including antenna)

◇MAXIMUM SPEED: 95km/h ◇MAXIMUM POWER: 95hp / 3,800rpm

CUSTOM APC RESERVED FOR VIPs

The Escort APC is a customized Light APC that is most often used by high officials who wish to study the battle at the front line. The Escort APC is not built for combat by any means, as it is only capable of equipping the more basic Gatling Turrets. Another function the Escort APC serves is to increase morale at the front line, so it is never painted with camouflage. Instead, it boldly bears the colors of Gallia, but in turn is far more at risk should it ever wander into the enemy's range of fire. Since the Escort APC is designed to carry VIPs, its suspension system and interior are far more luxurious than the average combat APC; so much so, in fact, that it is more accurate to describe the Escort APC as a noble's off-road vehicle.

Turrets

砲塔

Despite the Empire's retreat from Gallian territory, the Second European War still continues, and the situation surrounding Gallia allows for no complacency. In order to remain an independent nation, Gallia knew it would have to quickly rebuild its forces after they were decimated by the Empire. By developing tank bodies and turrets

simultaneously, Gallia managed to stabilize its military force. It was these circumstances that made it a necessity for all tank bodies to be compatible with the same build of turrets. By building tanks and tank parts that were compatible with one another, Gallia was able to aim for versatility by developing different kinds of turrets.

Anti-Armor Turrets

徹甲弾砲塔

These turrets are designed to fire rounds that can penetrate armor. A round's ability to penetrate armor depends on its speed and mass. The turret's larger caliber grants the mass, while the longer barrel provides the speed. Therefore, the turret with the largest caliber and longest barrel is the most powerful. Since the round's kinetic energy is directly related to its effectiveness, the horizontal positioning of the barrel is the default attack angle. As such, the Anti-Armor Turrets are not a good choice when one needs to fire from angles other than straight forward.

❖ BASIC TURRET



Breda arsenal - 20 caliber, 50mm

❖ ANTI-ARMOR GATLING 1



Breda arsenal - 27 caliber, 50mm
Erma 7.92mm Tank Gatling

❖ ANTI-ARMOR MORTAR 1



Breda arsenal - 43 caliber, 75mm

❖ ANTI-ARMOR UTILITY 1



Breda arsenal - 43 caliber, 75mm

❖ ANTI-ARMOR SPEC 1



Breda arsenal - 39 caliber, 128mm

❖ ANTI-ARMOR GATLING 2



Breda arsenal - 48 caliber, 88mm
Erma 7.92 Tank Gatling

❖ ANTI-ARMOR UTILITY 2



Breda arsenal - 48 caliber, 88mm

❖ ANTI-ARMOR UTILITY 3



Breda arsenal - 48 caliber, 88mm

Mortar Turrets

榴弾砲塔

These turrets fire exploding rounds to damage their target and others in the immediate vicinity. Unlike the Anti-Armor Turrets, which rely on the speed of their rounds to cause damage, the Mortar Turrets fire their exploding rounds in an arc, and do not require a long barrel for speed. Some mortar rounds are designed to be fired from Anti-Armor Turrets.

❖ MORTAR SPEC 1



Breda arsenal - 31 caliber, 50mm mortar round

❖ MORTAR GATLING 1



Breda arsenal - 31 caliber, 50mm mortar round

❖ MORTAR GATLING 2



Breda arsenal - 31 caliber, 50mm mortar round
Erma 7.92mm Tank Gatling

❖ MORTAR SPEC 2



Breda arsenal - 41 caliber, 75mm

❖ MORTAR GATLING 3



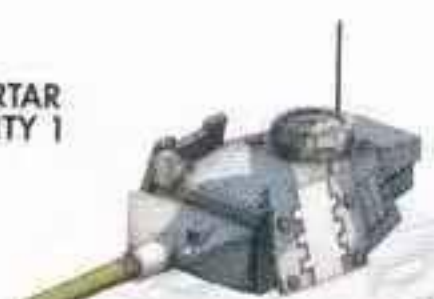
Breda arsenal - 41 caliber, 75mm
Erma 7.92mm Tank Gatling

❖ MORTAR GATLING 4



Breda arsenal - 41 caliber, 75mm
Erma 7.92mm Tank Gatling

❖ MORTAR UTILITY 1



Breda arsenal - 43 caliber, 88mm

Artillery Turrets

エリア間榴弾砲

The larger the round, the more damage it will cause, so Artillery Turrets generally have large calibers. The Artillery Turrets also offer a larger angle of attack, since a projectile fired at 45 degrees will fly the farthest, and longer barrels have also been developed so that the additional speed offered by them will carry the rounds even farther.

❖ ARTILLERY GATLING 1



Apeldoorn arsenal - 11 caliber, 150mm

❖ ARTILLERY MORTAR GATLING 1



Apeldoorn arsenal - 13 caliber, 150mm

❖ ARTILLERY ANTI-ARMOR GATLING 1



Breda arsenal - 30 caliber, 105mm

❖ ARTILLERY UTILITY 1



Breda arsenal - 34 caliber, 105mm

❖ ARTILLERY MORTAR 1



Apeldoorn arsenal - 11 caliber, 150mm

Flamethrower Turrets

大炎放射砲塔

Flamethrowers project a stream of thickened flammable liquid, which is ignited upon firing. Thickening the liquid makes it cling to the target, thus causing more damage. For attacking enclosed spaces such as bunkers, the thickened liquid can be bounced off of walls and ceilings in order to project the flame onto the desired spot.

❖ FLAMETHROWER GATLING 3



Lighter Flame Cannon-H,
B-Erma 7.92mm Tank Gatling

❖ FLAMETHROWER SPEC 1



Lighter Flame Cannon

❖ FLAMETHROWER GATLING 1



Lighter Flame Cannon,
Erma 7.92mm Tank Gatling

❖ FLAMETHROWER SPEC 2



Lighter Flame Cannon-H

❖ FLAMETHROWER GATLING 2



Lighter Flame Cannon-H,
Erma A7.92mm Tank Gatling

Gatling Turrets

機銃砲塔

The Gatling Turrets are able to fire multiple rounds in succession, at high speeds. A weapon that fires a less than 20mm round is called a gatling gun, while one that fires a round that is 20mm or greater is called an autocannon. Since the Gatling Turrets fire multiple rounds in rapid succession, they are used more to attack a general area rather than a pinpoint target. They can also be used to stop enemy movements by firing into the general area they are attempting to infiltrate.

❖ GATLING TURRET 2



Magdeburg arsenal -
T-MAG A 12.7mm Tank Gatling

❖ GATLING TURRET 3



Magdeburg arsenal -
Bron Format 12.7mm Gatling

❖ GATLING TURRET 4



Magdeburg arsenal -
T-MAG H 20mm Autocannon

❖ GATLING TURRET 5



Magdeburg arsenal -
Bron Format H 20mm Autocannon

❖ GATLING TURRET 1



Magdeburg arsenal -
T-MAG 7.92mm Tank Gatling

Vehicle Components

車両パーツ

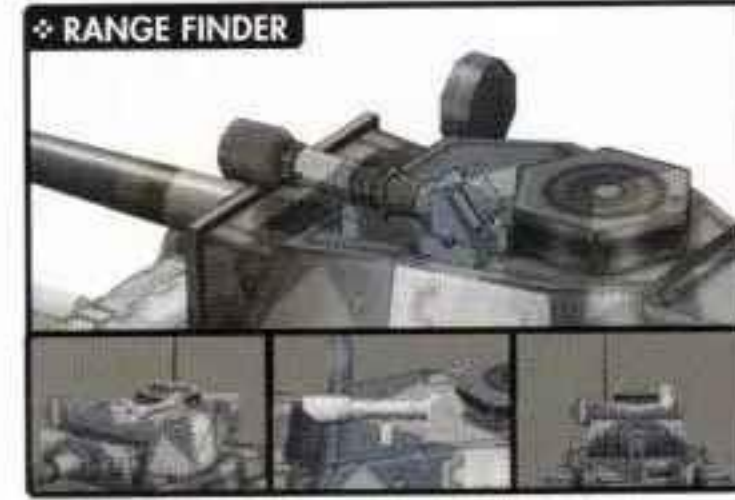
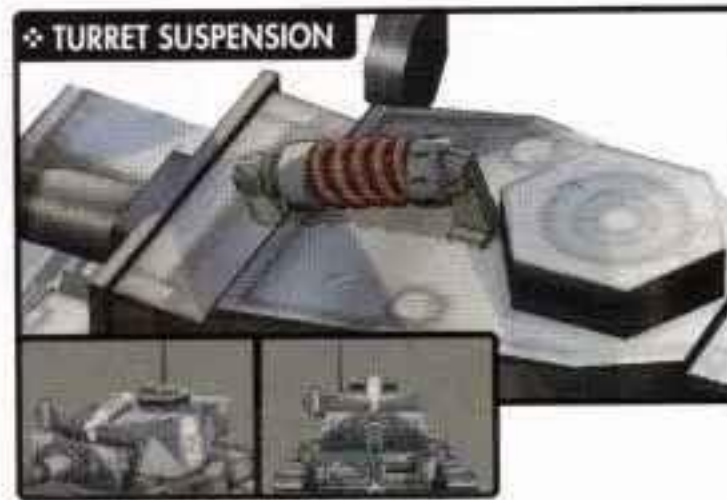
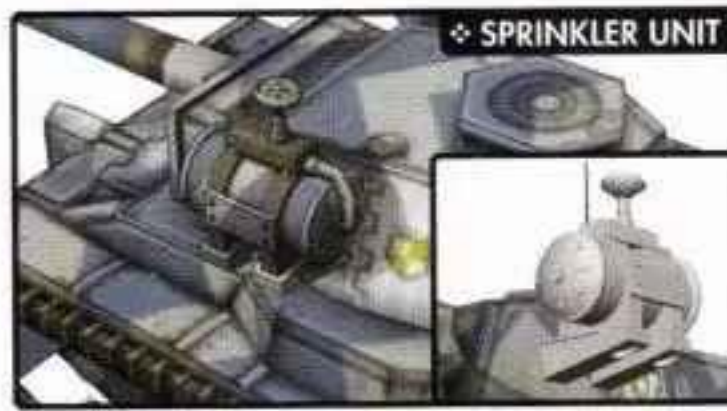
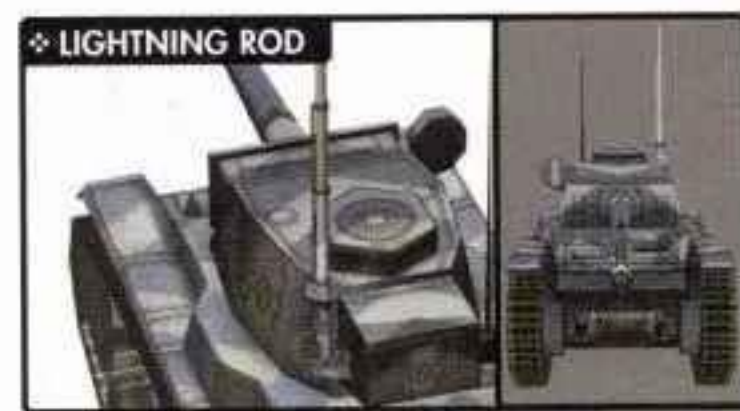
There are four things the military looks for in a vehicle: mobility, offense, defense, and dependability. During a large-scale war, military vehicles are not necessarily used as weapons. They may be more useful acting as shields for infantry units, transport vehicles for supplies, or bulldozers that can clear obstacles. There are various add-on parts available

to Gallian military vehicles that allow them to better perform their expected duties. Not only do these parts make the vehicle more convenient for the troops, but they can also upgrade the vehicle's attributes directly. By combining different parts, a vehicle can be customized to suit any mission.

Shoulder Parts

ショルダーパーツ

Shoulder Parts are installed on one side of the turret, and can be loosely categorized into one of two groups: parts that support infantry, and parts that improve the vehicle's function. Parts that can alleviate natural obstacles for infantry such as extremely cold weather, darkness, or thick fog, can very well make the difference between victory and defeat on any given mission.



Armor Parts

アーマー (追加装甲)
(Additional Armor)

Armor Parts can be added to the front, sides, or rear of a vehicle in order to provide better protection. APCs are only able to add Armor Parts to one area. Crusher Armor offers the unique ability to remove obstructions.



Backpack Parts

バックパック

Backpack Parts are installed on the back of the vehicle's body, and include helpful add-ons like the Constructor Arm, Cargo Part, and Fuel Tank. There is even a Heat Sink that helps to protect the vehicle's weak spot, the radiator. The Cargo Part can only be installed on APCs.



◇ FUEL TANK

OPTIONAL
BACKPACK PART
- CARGO PART

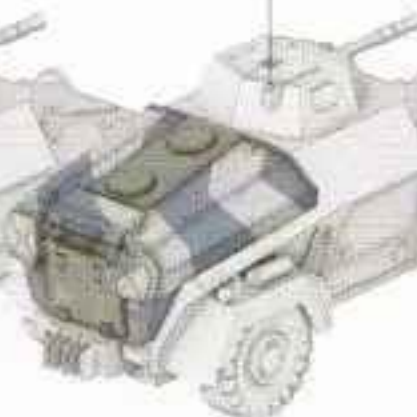


WITH NO CARGO PART,
CAN CARRY 2
PERSONNEL.

◇ CARGO EXPANSION



WITH CARGO PART A,
CAN CARRY 3 PERSONNEL.



WITH CARGO PART B,
CAN CARRY 4 PERSONNEL.



WITH CARGO PART C,
CAN CARRY 5 PERSONNEL.

Early Designs for Support Parts

補助パーツ検討案

These are early drafts of Shoulder Parts and Backpack Parts. Though their appearances may differ, all of these Parts made it into the final game.

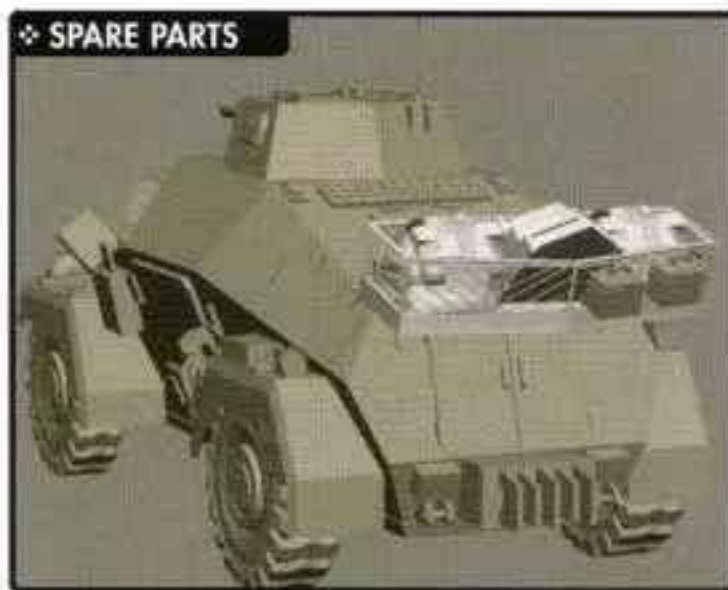
◇ RAGNA-SUPPRESSOR



◇ RAGNA-SUPPRESSOR



◇ SPARE PARTS



◇ FULL ARMOR



◇ CRUSHER SIDE ARMOR



◇ SIDE/REAR ARMOR



◇ FRONT/SIDE ARMOR



◇ FULL ARMOR +



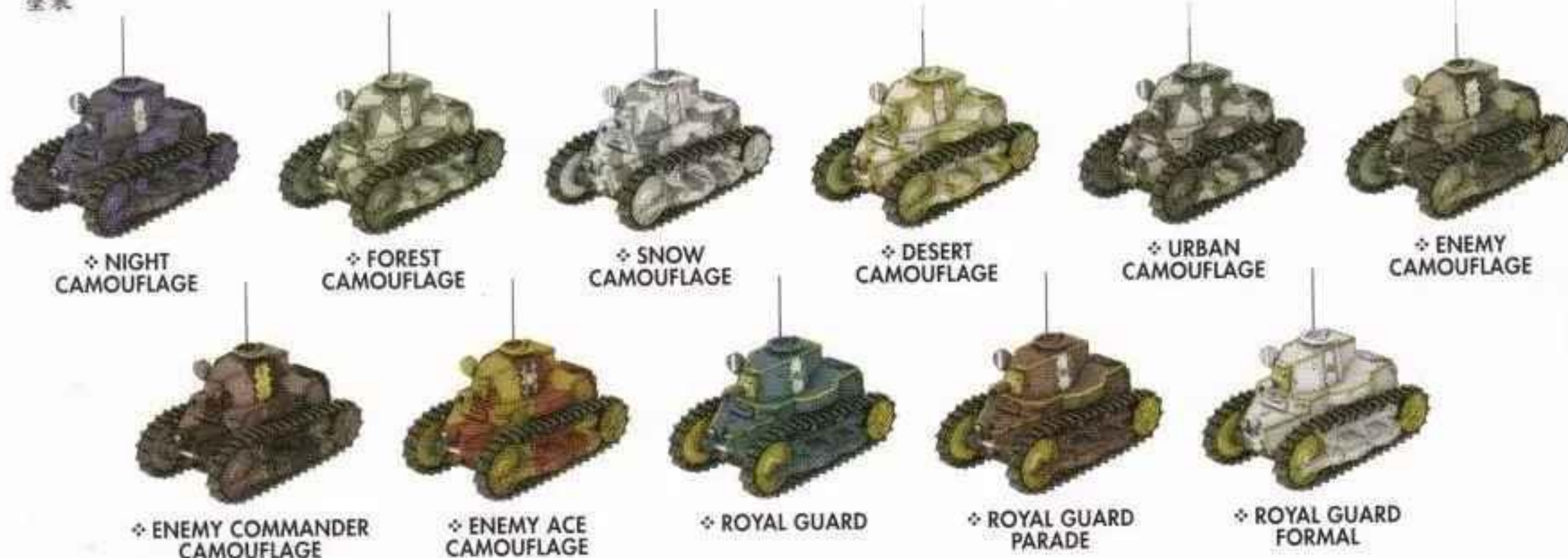
◇ FRONT/SIDE ARMOR +

Vehicle Components

Markings

塗装

Markings are used for one of three purposes: to hide from the enemy, to confuse the enemy, or to raise the morale of allies. The convention regarding land-based war states that combatants are required to wear markings that clearly identify which side they are fighting for. There are no such laws or customs regarding tanks, however, so it is possible to strategically color your own tank to resemble your enemy's.



Stickers

ステッカー

Stickers are usually placed on tanks to identify which squad they belong to. Some of these stickers were clearly designed in the spirit of fun, such as the SEGA logo, the SEGA Saturn logo, and the Bayanetta logo.



Resonance of Fate ©SEGA Developed by tri-Ace Inc.

Rebel Tanks

反乱軍戦車

The Rebels bolstered their forces through their weapons manufacturing plant and by absorbing an armored squad stationed in southern Gallia. By the time they declared war on the rest of Gallia, their forces rivaled those of the Gallian Army. The Rebels were secretly being supported by the Federation as well, which gave them access to equipment and supplies that the Gallian Army did not have at their

disposal. The markings on the Rebel tanks heavily emphasize House Gassenarl, even displaying its symbol - the lion - as stickers on the tanks' turrets. The Rebels do not camouflage their tanks according to the environment that they will be fighting in, but are instead all colored the same way - perhaps as a show of confidence.



Light Tank

軽戦車

Body Only

◇ LENGTH: 4.31m ◇ WIDTH: 2.04m ◇ HEIGHT: 1.53m ◇ WEIGHT: 8.1t

With Basic Anti-Armor Gatling 1 Turret

◇ LENGTH: 4.31m ◇ WIDTH: 2.04m ◇ HEIGHT: 2.25m (not including antenna)

◇ MAXIMUM SPEED: 55km/h ◇ MAXIMUM POWER: 200hp / 2,500rpm

FOCUSING ON SUPPORT

This is the Rebel version of the Light Tank 8. Most are armed with short-barreled Anti-Armor Turrets, but there have been sightings of Rebel tanks loaded with Artillery Turrets. A tank of this size is not normally expected to carry a turret as heavy as an Artillery Turret, so those particular Rebel tanks have reduced mobility. Since bombardments with mortar shells do not require the attacking tank to be within range of their targets, it is reasonable to say that they have no need for such mobility or defense. However, should such a tank ever be caught within range of an opposing force, it would have little chance of defending itself or escaping. This kamikaze-style approach to their tank design speaks to the Rebels' lack of true military resources, and perhaps also to the mental state of their leader.

Whenever the Rebels placed emphasis on offensive power, the tank was left without the carrying capacity for additional armor, leaving it quite vulnerable. For this reason, Rebel tanks armed with Anti-Armor Turrets usually stay away from enemy tanks, targeting the weaker APCs instead.



◇ FRONT



◇ EQUIPMENT VARIATION - ARTILLERY MORTAR TURRET



◇ REAR



◇ EQUIPMENT VARIATION - FRONT ARMOR

Rebel Tanks

Medium Tank

中戦車

Body Only

◆ LENGTH: 6.08m ◆ WIDTH: 2.96m ◆ HEIGHT: 2.11m ◆ WEIGHT: 16.2t

With Basic Mortar Utility 1 Turret

◆ LENGTH: 6.67m ◆ WIDTH: 2.96m ◆ HEIGHT: 3.02m (not including antenna)

◆ MAXIMUM SPEED: 45km/h ◆ MAXIMUM POWER: 300hp / 3,000rpm

PLAYING THE CENTRAL ROLE IN ARMORED FIGHTS

The Rebels use four types of Medium Tanks. One is a Medium Tank A with an Anti-Armor Utility Turret, and the others are Medium Tank Bs with either an Anti-Armor Mortar Turret, a Mortar Utility Turret, or an Anti-Armor Utility Turret equipped. They are all built to last in a fight, and are therefore equipped with entirely different purposes in mind than the Rebel Light Tank. This tank was the Rebels' attempt at reducing blind spots, thereby minimizing the tanks' vulnerability when facing enemies on the front line. Many of the Anti-Armor Utility Turret models are also equipped with skirts to protect their treads. The Rebels did not have the resources to outfit all of their tanks with skirts, so they prioritized those with skirts and gave them the most firepower. It is quite likely that the Rebel Medium Tank was often assigned to elite squads, such as Gilbert Gassenari's personal guard.



◆ FRONT



◆ REAR



◆ MARKINGS VARIATION - ACE TANK



◆ MARKINGS VARIATION - COMMANDER TANK

Rebel Tanks

EQUIPMENT VARIATIONS

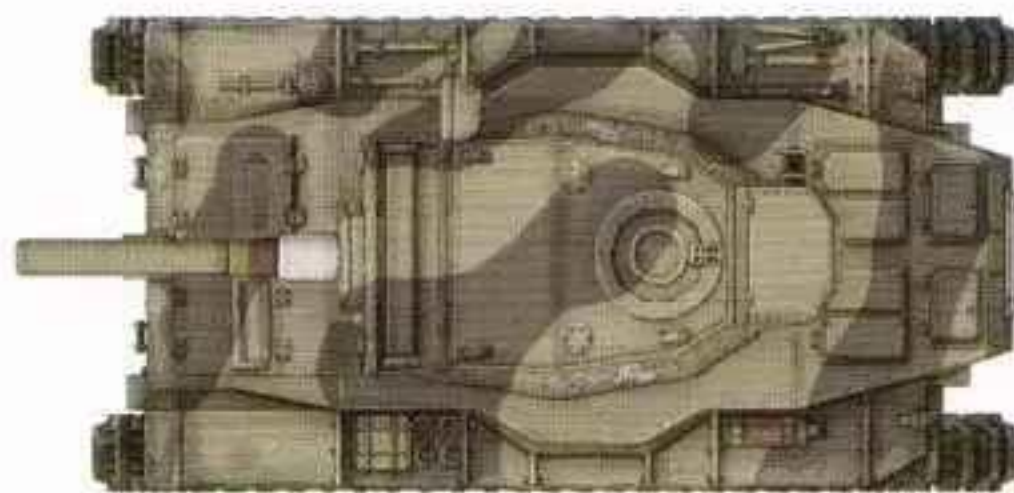
The Rebels tended to equip their tanks with similar parts in order to make for more efficient logistics. Having a range of turrets of varying caliber would mean they would have to prepare several different kinds of ammunition, a luxury they did not have. Sure enough, this standardization of parts allowed the Rebels to crank out new tanks fast enough that those at the front line never felt a need for more firepower. Every so often, the Rebels would also produce more specialized tanks that were specifically equipped for greater firepower or defense.



◆ EQUIPMENT VARIATION - ANTI-ARMOR UTILITY TURRET



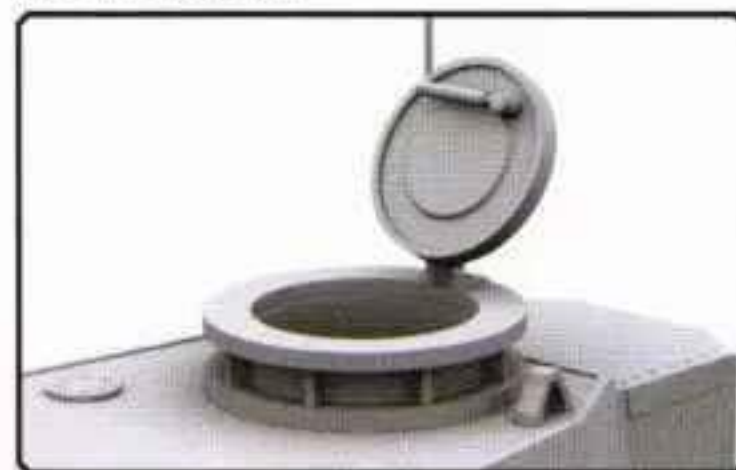
◆ EQUIPMENT VARIATION - ANTI-ARMOR UTILITY TURRET AND FRONT/SIDE ARMOR



◆ VIEW OF ALL FOUR SIDES



HATCH GIMMICK



The tank pilot can use this hatch to get a good look around once an area has been secured. In order to avoid blocking the pilot's field of view, the hatch is usually located at the rear of the turret, and the hinge opens outward.

Rebel Tanks

Heavy Tank

重戦車

Body Only

◇LENGTH: 7.15m ◇WIDTH: 3.80m ◇HEIGHT: 2.21m ◇WEIGHT: 46.5t

With Basic Anti-Armor Utility 3 Turret

◇LENGTH: 8.68m ◇WIDTH: 3.80m ◇HEIGHT: 3.51m (not including antenna)

◇MAXIMUM SPEED: 37km/h ◇MAXIMUM POWER: 700hp / 3,000rpm

THE REBEL TIGER

Though few in number, the Rebels do have a Heavy Tank stationed in key locations. Based on the body of the Heavy Tank B, allies find this tank's superior defensive capabilities quite dependable, while enemies simply find it daunting. Every Heavy Tank is equipped with a Anti-Armor Utility 3 Turret, but Armor Parts vary between each tank.

The Rebels tend to prioritize the capturing of enemy camps, and they rarely get into a large-scale battle that they expect to be long and drawn out. Their reasoning for this is that, since they intend to control Gallia once it is conquered, destroying Gallian Army tanks means destroying tanks they could have used in the future. Rebel Heavy Tanks are usually stationed as guards in conquered areas, as it is more cost effective to station a Heavy Tank than it is to build a proper defensive facility. Another favorable trait of the Heavy Tank is that it is mobile, unlike a defense facility. It can therefore move from one area to the next as the Rebels conquer new territory.



◇ FRONT



◇ EQUIPMENT VARIATION - ANTI-ARMOR UTILITY 3 TURRET AND FRONT ARMOR



◇ REAR



◇ EQUIPMENT VARIATION - ANTI-ARMOR UTILITY 3 TURRET AND FULL ARMOR

Rebel Armored Personnel Carriers

反乱軍装甲車

The Rebel forces have two types of APCs: the Light APC and the Heavy APC. Both are equipped with Gatling Turrets or Flamethrower Turrets. The type of APC chosen for any given mission depends on the estimated difficulty of the mission. When dealing with squads from Lanseal, the Rebels generally use the APCs with Gatling Turrets to stop the enemy's advance, then finish them off with an APC wielding a

Flamethrower Turret. Rebel APCs tend to hide in narrow spaces where tanks cannot pass, or within large buildings in order to avoid being outmatched. Though they do need to be concerned about infantry armed with Anti-Armor Lances, Lancers are not particularly resistant to Gatling Turrets or Flamethrowers, so the APC could stand a fair chance in a one-on-one fight.



Light APC

軽装甲車

Body Only

◇LENGTH: 4.62m ◇WIDTH: 2.02m ◇HEIGHT: 1.69m ◇WEIGHT: 3.5t

With Basic Gatling 3 Turret

◇LENGTH: 4.62m ◇WIDTH: 2.02m ◇HEIGHT: 2.08m (not including antenna)

◇MAXIMUM SPEED: 85km/h ◇MAXIMUM POWER: 85hp / 3,800rpm

LEADING THE WAY FOR SUPPRESSION FORCES

The Rebel Light APC is basically the same as the Light APCs used by the Gallian Army in that they are armed with either a Gatling Turret or a Flamethrower Turret. Since the Light APC has the thinnest armor of all the mobile units, it is rarely sent to the front line. Instead, it is used mostly as a rear guard. Still, whenever the Rebels are invading a Darcsen settlement, it is generally safe enough for a small squad with a Rebel Light APC to carry out the mission. Rebel Light APCs armed with Flamethrower Turrets are often used to take out Bunkers in areas where there is no real defensive force. During the early stages of the Imperial invasion, the Rebel Light APC would often be sent to intended targets to gather intelligence and act as Battle Commander. Once the main force for their mission arrived, they would proceed to conquer the area, after which the Rebel Light APC would leave the stationed units to defend the area while it moved on to the next target.



◇ FRONT



◇ EQUIPMENT VARIATION -
FLAMETHROWER TURRET



◇ REAR



Since Lanseal students are often sent out to reclaim settlements that have already been occupied by Rebel forces, we rarely get to see the Rebel Light APC taking advantage of its mobility on the field of battle. It is important not to underestimate the Rebel Light APC, as any insufficient attack is likely to be met with a painful counterattack.

Rebel Armored Personnel Carriers

Heavy APC

重装甲車

Body Only

◇ LENGTH: 5.20m ◇ WIDTH: 2.30m ◇ HEIGHT: 2.02m ◇ WEIGHT: 7.9t

With Basic Flamethrower 2 Turret

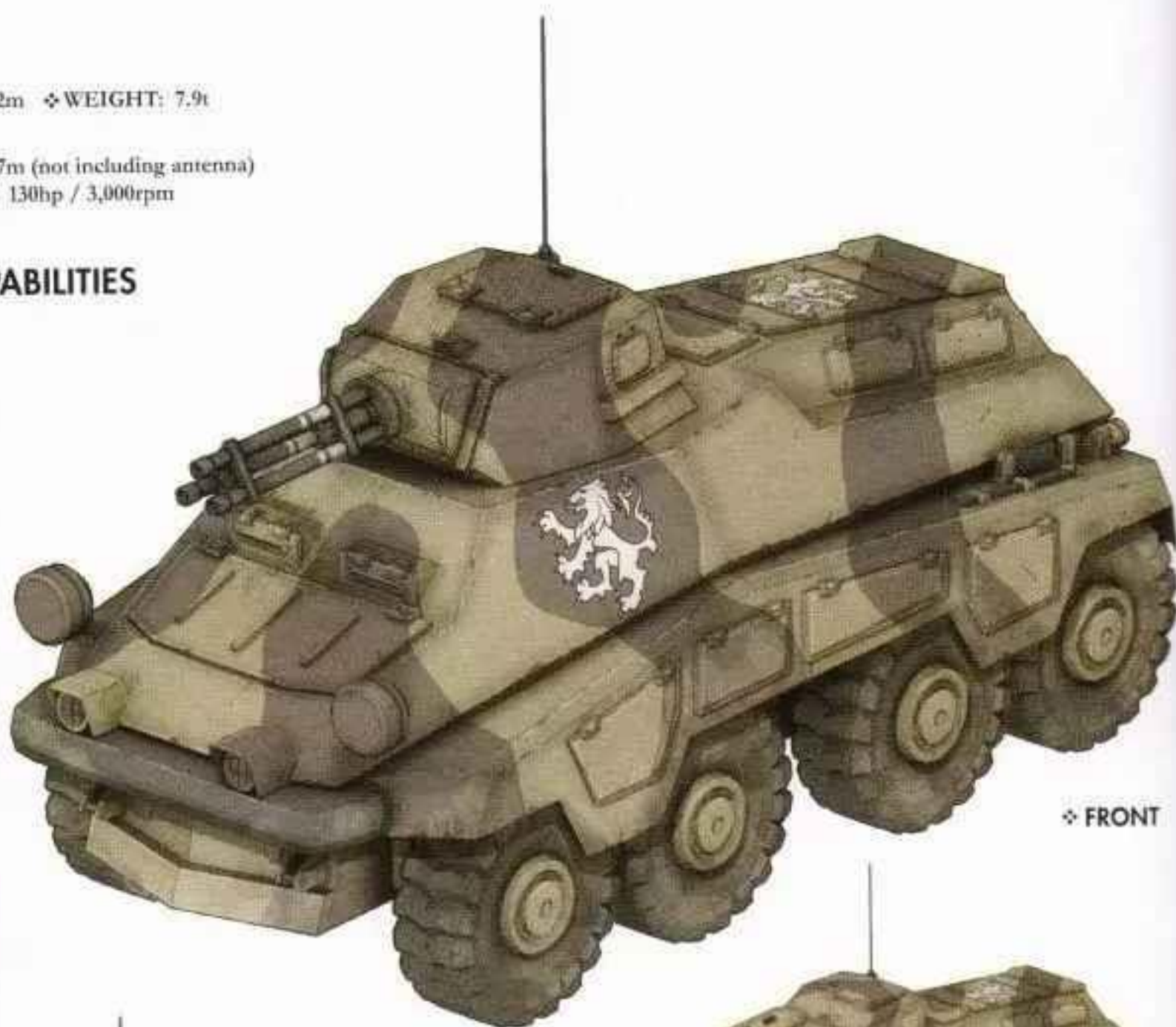
◇ LENGTH: 5.20m ◇ WIDTH: 2.30m ◇ HEIGHT: 2.57m (not including antenna)

◇ MAXIMUM SPEED: 80km/h ◇ MAXIMUM POWER: 130hp / 3,000rpm

APC WITH BETTER ANTI-ARMOR CAPABILITIES

The Rebel Heavy APC is usually outfitted with a Gatling 5 Turret or a Flamethrower 2 Turret. Though the same general concept applies to both the Rebel Heavy APC and the Rebel Light APC, the former is used for missions that require better equipment. The Rebel forces do not have Medium APCs, so they needed a vehicle that was capable of performing reconnaissance or transporting troops, while still offering decent firepower. The Rebel Heavy APC fits that bill.

The Bron Format H Autocannon is quite effective against armored units, and the Rebel Heavy APC is therefore quite capable of taking out enemy APCs. Also, a Gatling Turret's ability to fire in rapid succession makes it quite useful for lying in wait for an unsuspecting enemy infantry unit to pass by. The other Rebel Heavy APC type is equipped with a Flamethrower Turret, and excels at taking out stationary defenses, making it very useful when invading a settlement. Though the Rebel Heavy APC is still quite vulnerable to Anti-Armor weapons, its superior scouting abilities allow it to detect danger in time to deploy the squad it is transporting.



◇ FRONT

◇ EQUIPMENT VARIATION -
FLAMETHROWER TURRET

◇ REAR



REGARDING VEHICLE EMBLEMS

It is possible to tell which side of the war a given vehicle is fighting for by looking at the emblem on its turret. Lancelot uses the same approach as the Gallian Army, with the school emblem centered on an identification mark. The Rebel tanks all simply bear the Gassenarl lion. During the Gallian Campaign, tanks often attached identification flags to their antennas, but that method was not applied here.



Rebel Armored Personnel Carriers

Energy Supply Vehicle

エネルギー供給車

Body Only

◆ LENGTH: 4.99m ◆ WIDTH: 2.06m

◆ HEIGHT: 1.87m / 3.49m (when including the energy supply device attached at the rear)

◆ WEIGHT: 5.3t

With Basic Anti-Armor Gatling 1 Turret

◆ LENGTH: 4.99m ◆ WIDTH: 2.06m ◆ HEIGHT: 2.22m (not including antenna)

◆ MAXIMUM SPEED: 55km/h ◆ MAXIMUM POWER: 95hp / 3,200rpm

EXCLUSIVE REBEL VEHICLE

The Energy Supply Vehicle is a modified Medium APC. It supplies the necessary energy for V2 units to use their armaments at maximum power. The V2 unit being powered by an Energy Supply Vehicle is required to stay within a certain range in order to receive energy, so the Rebels would have had to modify many Medium APCs in order to supply all of their V2 units. The Medium APC was designed with a large carrying capacity, and that is what made the modification into the Energy Supply Vehicle possible. This is evident in the fact that an Energy Supply Vehicle is able to carry both the large rognite generator needed by the V2 as well as a turret. The chassis was not swapped as it was for the Utility APC; rather, the Energy Supply Vehicle makes use of the actual Medium APC chassis, and therefore has the same defensive capability as a regular Medium APC.



◆ FRONT



◆ REAR



◆ GOLD



◆ PINK



◆ NORMAL



◆ COMMANDER



◆ ACE

REBEL VEHICLE COLOR VARIATIONS

Though Rebel Vehicles do have a set pattern of markings, the coloration can be quite unique. As a general rule, the stronger the squad, the flashier the color used. This policy is quite similar to the one held by the Empire. Since the Rebels seek to reign over Gallia, they are mainly comprised of nobles who joined Gilbert's cause. As such, tanks are viewed as cavalry, and the honor code of knights is applied to the choice of coloration.

Special Vehicles / Vessels

特殊車両・艦艇

These are unique weapons of the Rebel army and other forces. It should be noted that Special Rebel Vehicles are not entirely original creations, but are rather hybrids of Gallia Army units and Federation technology. Some of these were leased by the Federation to the Rebel army to be used in the civil war. Despite the fact that the Gallian Revolutionary

Army is led by the powerful House Gassenarl, its resources were still quite limited when compared to that of the nation of Gallia. They were forced to resort to making clever modifications to pre-existing units, so although the Rebels may seem misguided, they certainly are not fools.



Geirolul

ゲイレルル

- ◆ LENGTH: 6.09m ◆ WIDTH: 2.82m
- ◆ HEIGHT: 2.96m / 3.82m (with rocket tubes in horizontal position)
- ◆ WEIGHT: 22.3t ◆ MAXIMUM SPEED: 40km/h
- ◆ MAXIMUM POWER: 280hp / 2,850rpm

YGGDISM'S ORGAN RAINS DESTRUCTION DOWN UPON ALL

The Geirolul is a modified Medium Tank A that is piloted by Audrey Gassenarl and carries five rocket tubes above its turret. These rocket tubes are not a common sight, but the basic technology already existed in the form of the Anti-Armor Lances, so it was not a particularly difficult feat to achieve. As a devout Yggdist, Audrey found meaningful symbolism in the silhouette that resembles a pipe organ, the unique sound of the rockets launching, and the fact that the Geirolul's purpose was to rain destruction down from the heavens. Though the Geirolul can struggle to hit specified targets, its rocket tubes can launch large caliber shells that can decimate large areas a long distance away. It's not a stretch of the imagination to think that Audrey saw something of the Valkyrian lance in the Geirolul's design. The Geirolul also boasts much sturdier defenses than the average Medium Tank. The emblem on the side of its turret is not the same as the emblem seen on the other Rebel vehicles, but is instead the complete House Gassenarl crest. In some ways, the Geirolul is more a House Gassenarl tank than it is a Rebel tank.



◆ FRONT



◆ REAR



◆ BODY COLOR VARIATION - UPGRADED VERSION

Ghost Tank

亡霊戦車

◇ LENGTH: 8.24m ◇ WIDTH: 3.98m
 ◇ HEIGHT: 3.78m ◇ WEIGHT: 53.2t
 ◇ MAXIMUM SPEED: 28km/h
 ◇ MAXIMUM POWER: 550hp / 2,150rpm

A PIECE OF VALKYRIAN TECHNOLOGY

The Ghost Tank is a mysterious tank that continued to wander around in Gallian territory long after the Gallian Campaign was over. In hopes of harnessing the power of the Valkyria for military use, the Imperial Prince Maximilian had ordered various experimental constructs and research. After his death, the researchers working directly under him were dispersed to various other organizations, and it is thought that the Ghost Tank is the forgotten child of Maximilian's research efforts.

The Ghost Tank is a sort of hybrid of the technology that allowed the Imperial land-based battleship Marmota to use Randgriz Castle's Valkyrian Holy Lance as a military weapon, and the technology that created Artificial Valkyria. The chassis somewhat resembles an Imperial Medium Tank. The fact that the Rebels did not record the Ghost Tank as part of their military resources, coupled with the fact that the Ghost Tank continued on its terrifying quest even after the Rebels had conquered Randgriz City, strongly suggests that the Ghost Tank does not belong to the Rebel forces. One theory states that either the Empire or the Federation are behind the Ghost Tank and were testing its capabilities or gathering data, but ultimately, no concrete evidence has been discovered to support any theory regarding the Ghost Tank's purpose or origin.



◇ FRONT



◇ REAR



◇ FRONT



◇ REAR

GHOST TANK DESIGN IDEAS

The early Ghost Tank design has one solid turret, as opposed to the separate components in the final design. The design was altered in order to give the Ghost Tank a more "experimental prototype" appearance. It would seem that the Imperial tank silhouette and defensive protrusions were already solidified at this early stage.

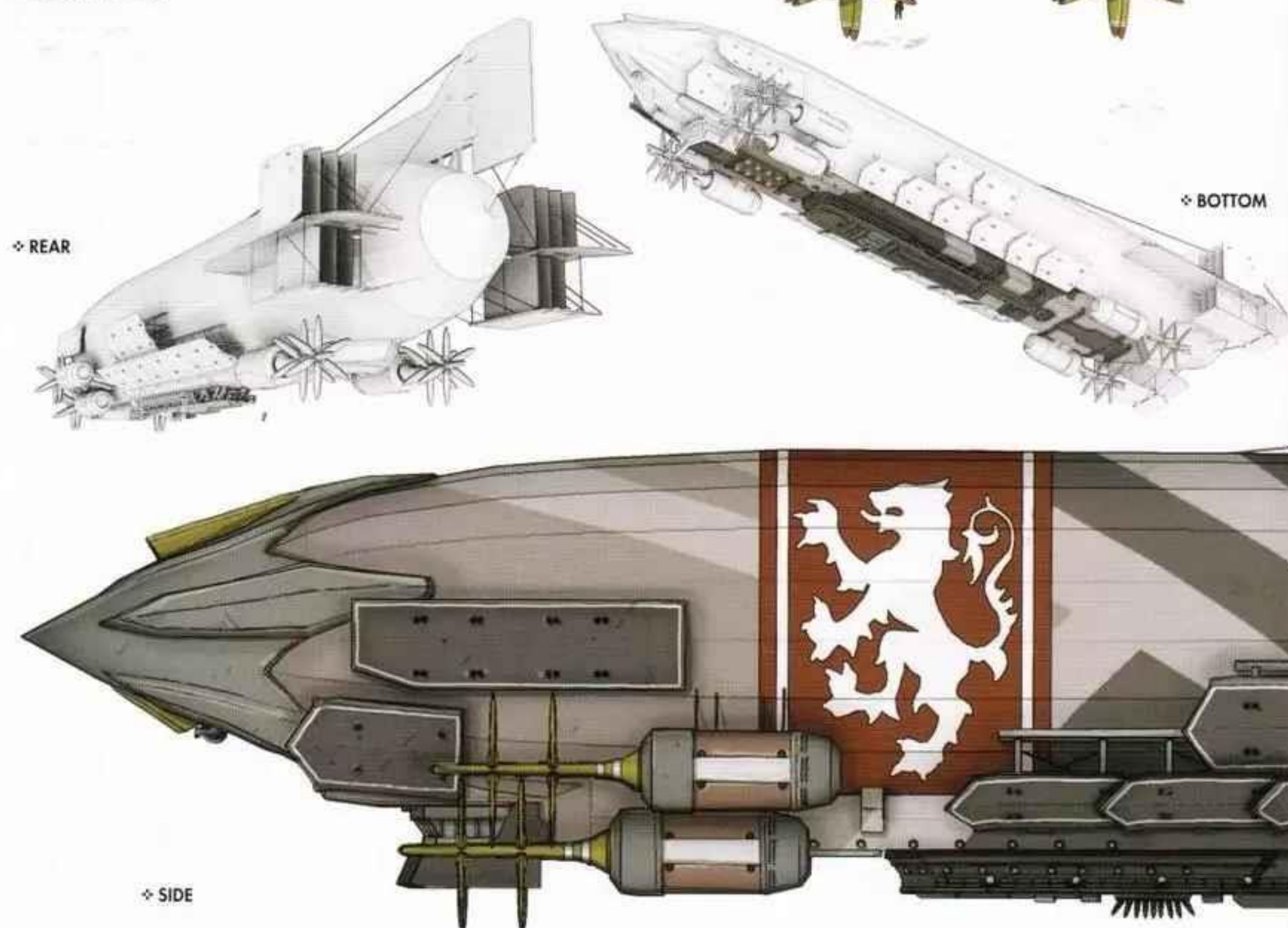
Perkunas

パールコンス

◆ LENGTH: 230m ◆ WIDTH: 50.5m
 ◆ DIAMETER OF BALLOON: 32.6m ◆ HEIGHT: 51.8m
 ◆ WEIGHT: 95t ◆ CARRYING CAPACITY: 55.5t
 ◆ MAXIMUM SPEED: 100km/h ◆ CRUISING SPEED: 80km/h
 ◆ MAXIMUM ALTITUDE: 2,500m
 ◆ MAXIMUM POWER: 600hp / 3,000rpm x6
 ◆ WEAPONS: 200kg bombs (can only carry 40 bombs at one time)

THE WORLD'S FIRST DIRIGIBLE

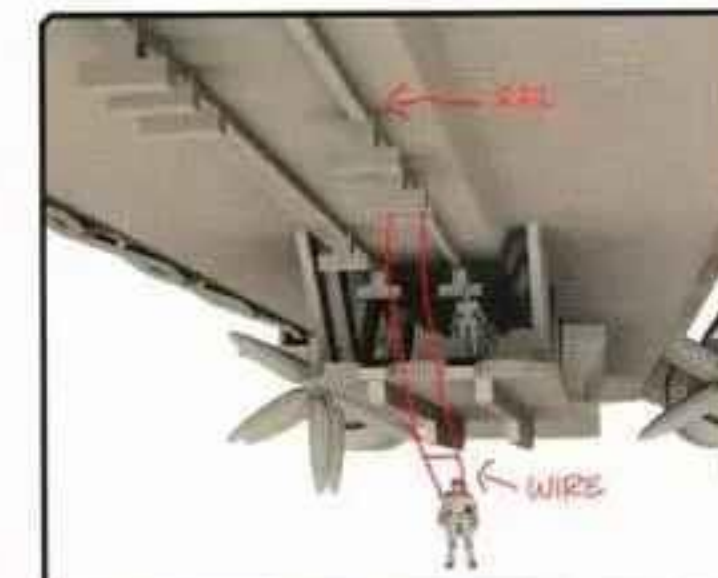
This dirigible was supplied to the Rebels by the Federation. Since flight technology was still quite rare in 1937 Europa, dirigibles such as this one were the only reliable military aircraft. The Perkunas is generally used for getting a view of the battlefield from above, dropping bombs on targets, and ramming other aircraft with its sharpened tip. The balloon is guarded by multiple metal boards, and the helium gas within the balloon keeps the craft quite stable. The Rebels modified the Perkunas to serve as a mothership for the V2s, and it thus became the world's first flying squadron. Other nations have not considered using dirigibles as transport motherships, as the cost of maintaining such a thing is quite daunting.



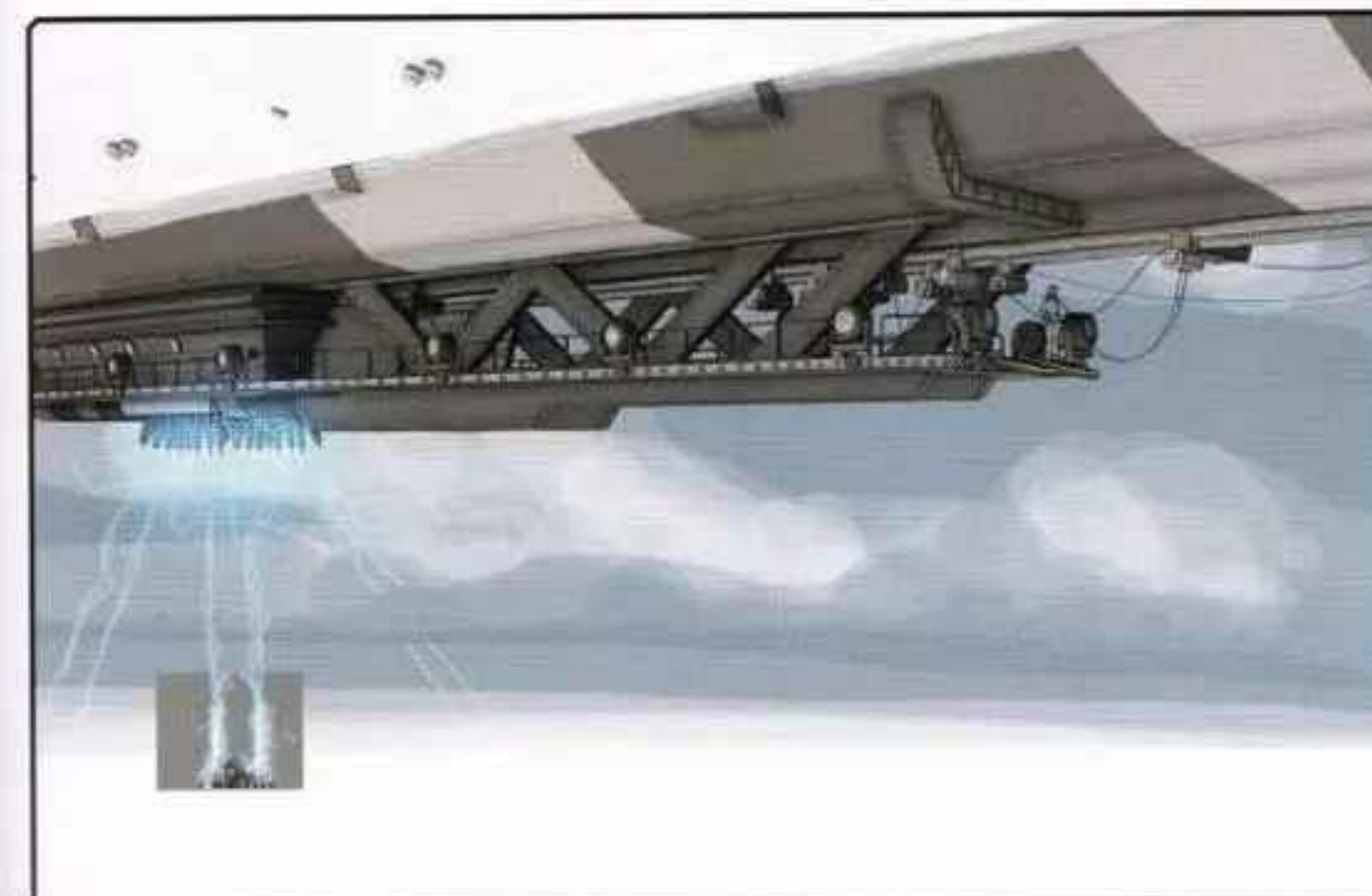
◆ ARTIFICIAL VALKYRIA IN DEPLOYMENT HARNESS



◆ ARTIFICIAL VALKYRUR HANGAR

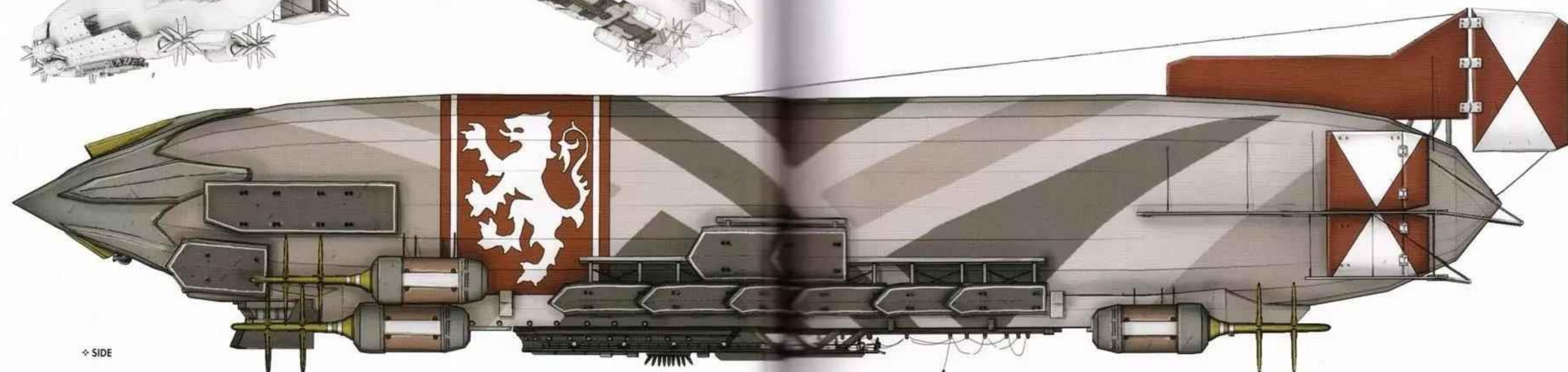


◆ REAR VIEW - DEPLOYMENT HATCH



SUPPLYING ENERGY TO THE ARTIFICIAL VALKYRUR

When ambushing a target from above with V2 units, the Rebels could not simply drop the V2s out of the dirigible. Instead, they equipped the V2s with massive antennas that allowed the units to be supplied with even more energy than they might have gotten from an Energy Supply Vehicle.



Dandarius

ダンダリアス

◇ LENGTH: 220m ◇ WIDTH: 35m ◇ DRAFT: 11m
 ◇ DISPLACEMENT: 43,000t ◇ MAXIMUM SPEED: 23.5kts

◇ FRONT

◇ REAR

HUMAN SIZE
COMPARISON

◇ SIDE

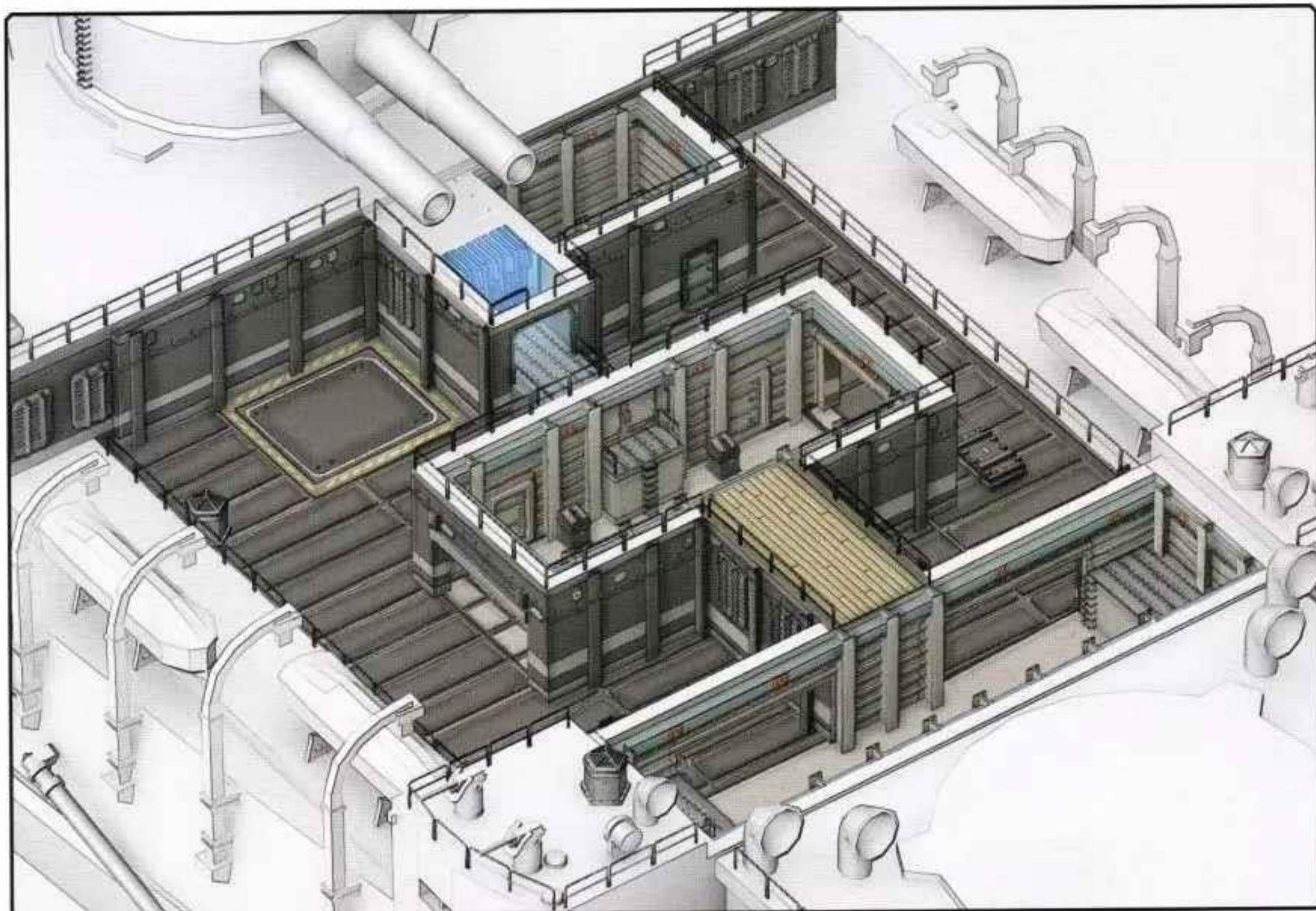
FINAL BASTION OF THE REBEL FORCES

The Dandarius was supplied to the Rebel army by the Federation. This particular model of battleship was considered outdated in 1937 Europa, where newer ships were already sailing the seas. But many upgrades have been made to the Dandarius, keeping it relevant and quite useful despite its age.

The stationary Mortar Turret installed at the bow of the ship was placed there as part of Gilbert's upgrades. 60cm cannons are the largest caliber available, but this particular turret remains mostly unused. It is possible that Gilbert installed the turret for no other reason than for it to serve as a symbolic "Valkyrian lance". Other turrets onboard are a 41cm twin gun turret at the bow, and another one at the stern.

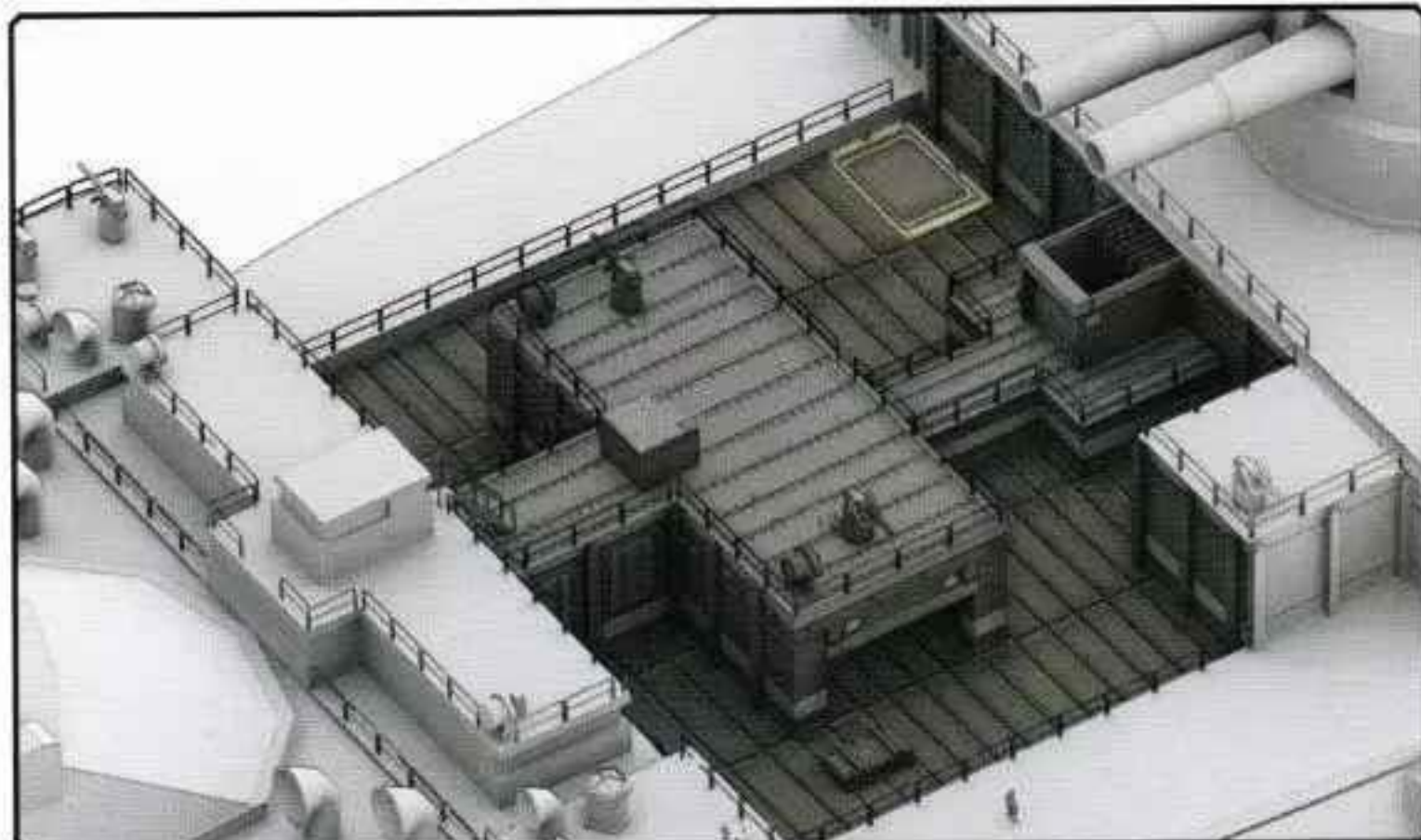
Special Vehicles / Vessels

Dandarius



STRUCTURE AND GIMMICKS OF THE DANDARIUS

The cannons on the deck of the Dandarius are located at different elevations so that they do not interfere with each other's line of fire. A radiator for the engine that powers the twin gun turrets can be seen toward the bow of the ship. The various pathways connecting one part of the ship to the other are not covered, and seem quite complex. That complexity may be a result of the fact that the ship was altered after it was passed into Rebel hands.



◆ BOW GUN AREA



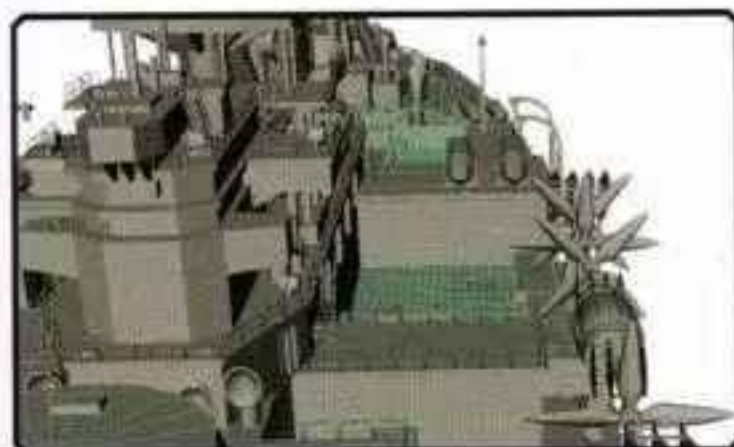
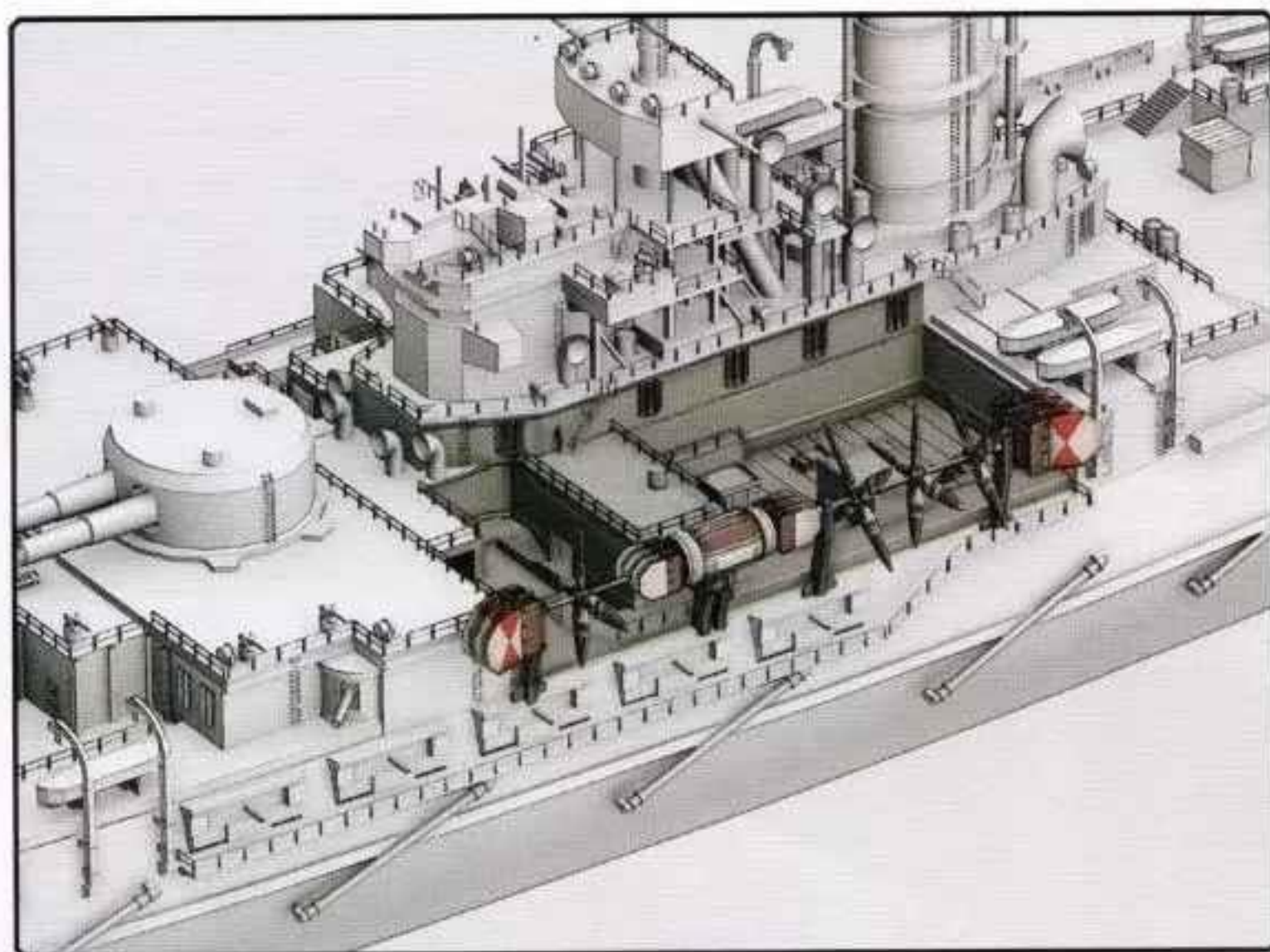
BOW GUN AREA

It is thought that the Dandarius's original main cannon was located where the bow gun is now, but any remnants of such a turret are not visible. The twin gun turret is positioned in a rather isolated spot, and one would need to travel over the deck in order to get to it.

Dandarius

SMOKE SCREEN

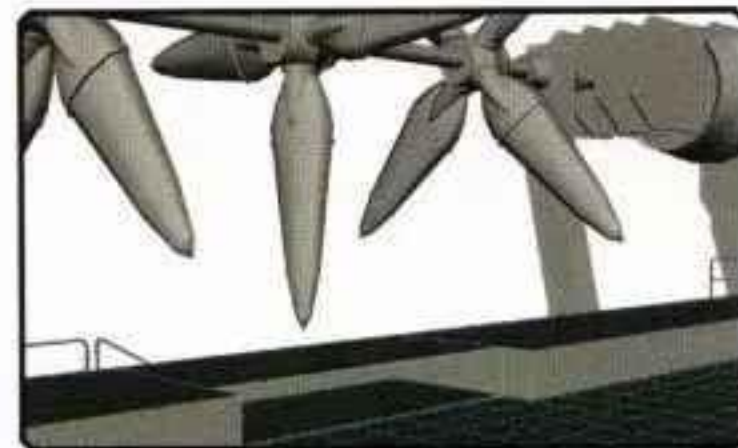
Smoke screen devices used to conceal the Dandarius can be seen on either side of the deck. A portion of the deck has been cut away so as not to interfere with the operation of the devices. A smaller turret is visible, built into the block just under the large twin gun turret. Since a low deck would prove vulnerable to the dangers of high waves, it is apparent that the Dandarius was not intended for voyages far out at sea.



❖ SMOKE SCREEN DEVICE - LEFT



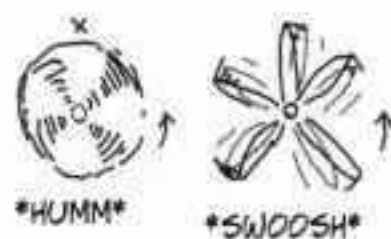
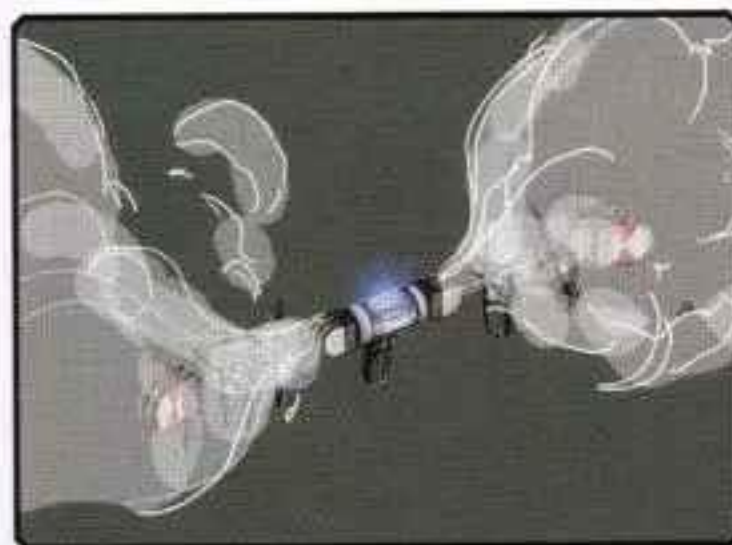
❖ SMOKE SCREEN DEVICE - RIGHT



❖ CLOSE-UP OF PROPELLERS

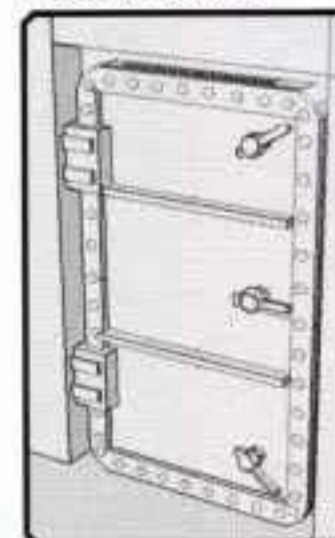
ACTIVATING THE SMOKE SCREEN DEVICES

The propellers located on either side of the smoke screen devices are there to spread the smoke evenly over the Dandarius. The smoke would spread some distance beyond the Dandarius as well, making it difficult for enemies to pinpoint the ship's location.



❖ VENTILATION SHAFT

DOOR DESIGN



❖ PART OF THE ENGINE COOLING SYSTEM



❖ SEARCHLIGHT

OTHER OBJECTS

The Dandarius has many features that are not directly associated with combat. The searchlight, for instance, is vital to nighttime patrols. The doors connecting the various pathways are shut using three separate handles, making the door strong enough to withstand high pressures. The ventilation shafts circulate fresh air to the interior of the Dandarius, and have built-in shutters to keep water out.

Special Vehicles / Vessels

Gallian Battleship

ガリア軍艦

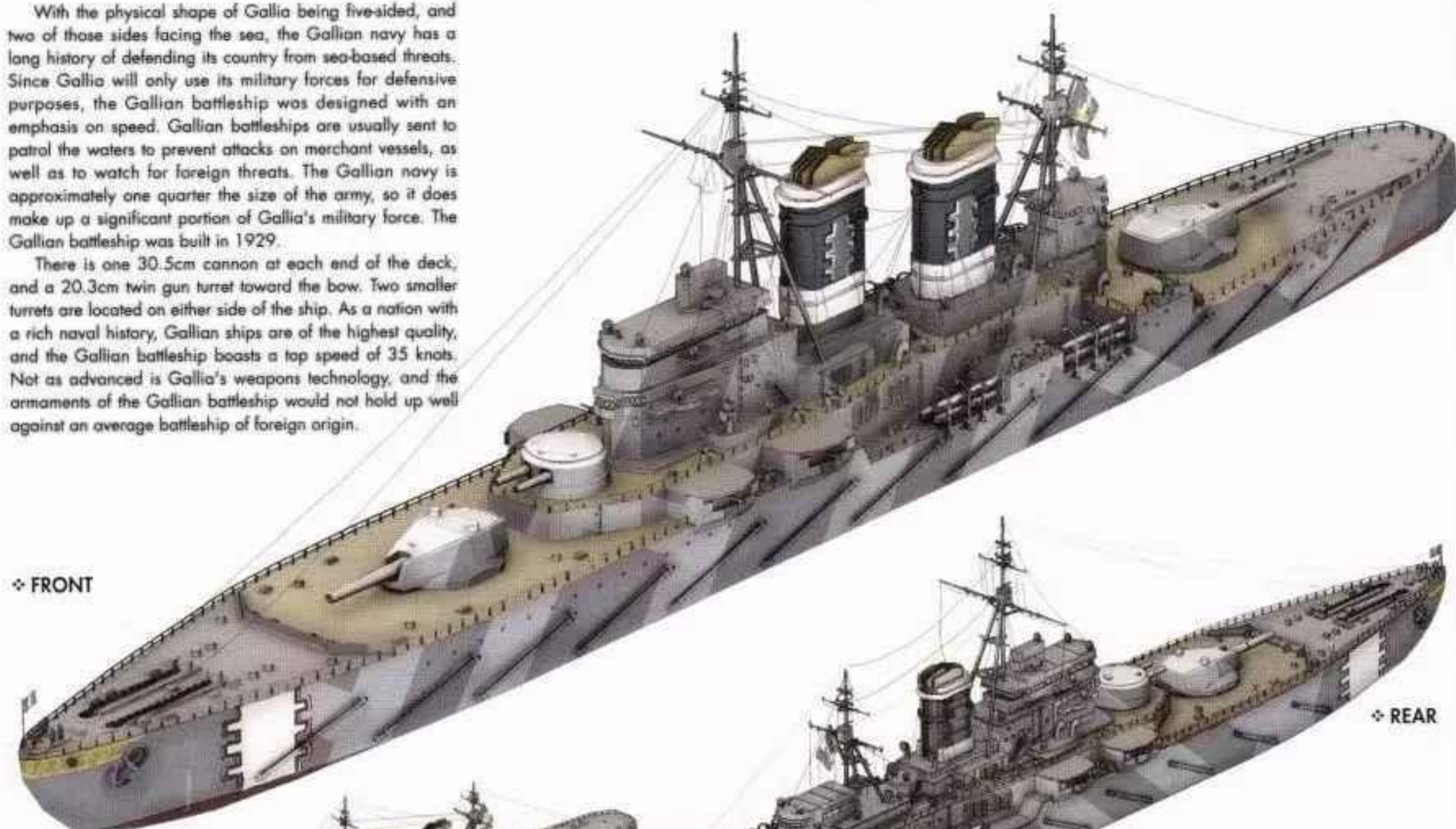
◆ LENGTH: 174m ◆ WIDTH: 24.6m
◆ DRAFT: 6.5m ◆ DISPLACEMENT: 12,000t
◆ MAXIMUM SPEED: 35kts

GUARDING THE SEA LANES

With the physical shape of Gallia being five-sided, and two of those sides facing the sea, the Gallian navy has a long history of defending its country from sea-based threats. Since Gallia will only use its military forces for defensive purposes, the Gallian battleship was designed with an emphasis on speed. Gallian battleships are usually sent to patrol the waters to prevent attacks on merchant vessels, as well as to watch for foreign threats. The Gallian navy is approximately one quarter the size of the army, so it does make up a significant portion of Gallia's military force. The Gallian battleship was built in 1929.

There is one 30.5cm cannon at each end of the deck, and a 20.3cm twin gun turret toward the bow. Two smaller turrets are located on either side of the ship. As a nation with a rich naval history, Gallian ships are of the highest quality, and the Gallian battleship boasts a top speed of 35 knots. Not as advanced is Gallia's weapons technology, and the armaments of the Gallian battleship would not hold up well against an average battleship of foreign origin.

◆ FRONT



◆ REAR

◆ BATTLESHIP
DESIGN DRAFT



BATTLESHIP DESIGN DRAFT

Three twin-gun turrets were initially considered for the Gallian battleship, but it was eventually reduced to half as much firepower. The tall structures that look like smokestacks are actually radiators, so no smoke is produced.

◆ IMAGE OF FLEET



◆ VIEW OF BOW

BATTLESHIP SIZE COMPARISON

Though the Gallian battleship may seem quite small in comparison to the 220m Dandarius, the Gallian battleship still meets the average 170m for a cruiser, so it is not small by any means.



Other Military Units

その他の軍事ユニット

It is true that the tank is the unquestionable star of armored warfare, but one cannot win an entire war with tanks alone. It is only when units of every type and class work together that you get a flexible front line and enduring defensive line. Here, we introduce some of the units that do

not fit into any of the other categories. Each of them alone would be quite vulnerable and easy to overcome, but as any who have fought for Gallia would know, they become formidable opponents when teamed up with other units.



Bunkers & Towers

砲台類

SPECIALIZING IN INTERCEPTION FIRE

These stationary turrets dot the landscape in areas that have already been conquered by the Rebel forces. Bunkers are usually found around the exterior of a fort, where they create a web of defensive fire to keep enemies at bay. The concrete shelter is both cost effective and highly resistant to most attacks.

The Turret is the cousin of the Bunker, and possesses all the strengths that Bunkers lack. Though the Bunker is very durable, its line of sight is quite limited due to the small opening at its front. The Turret, on the other hand, is able to spin around freely to face enemies directly. In exchange for the ability to rotate, however, the Turret had to sacrifice some of the durability of its Bunker cousin. The Turret has a relatively solid shield in the front, where the gun is located, but the rest of it is simply cloaked with a camouflage sheet. Both the Bunker and the Turret pack quite a bit of firepower.



❖ ANTI-ARMOR BUNKER



❖ GATLING BUNKER



❖ ANTI-ARMOR TURRET



❖ GATLING TURRET



❖ CANNON TOWER

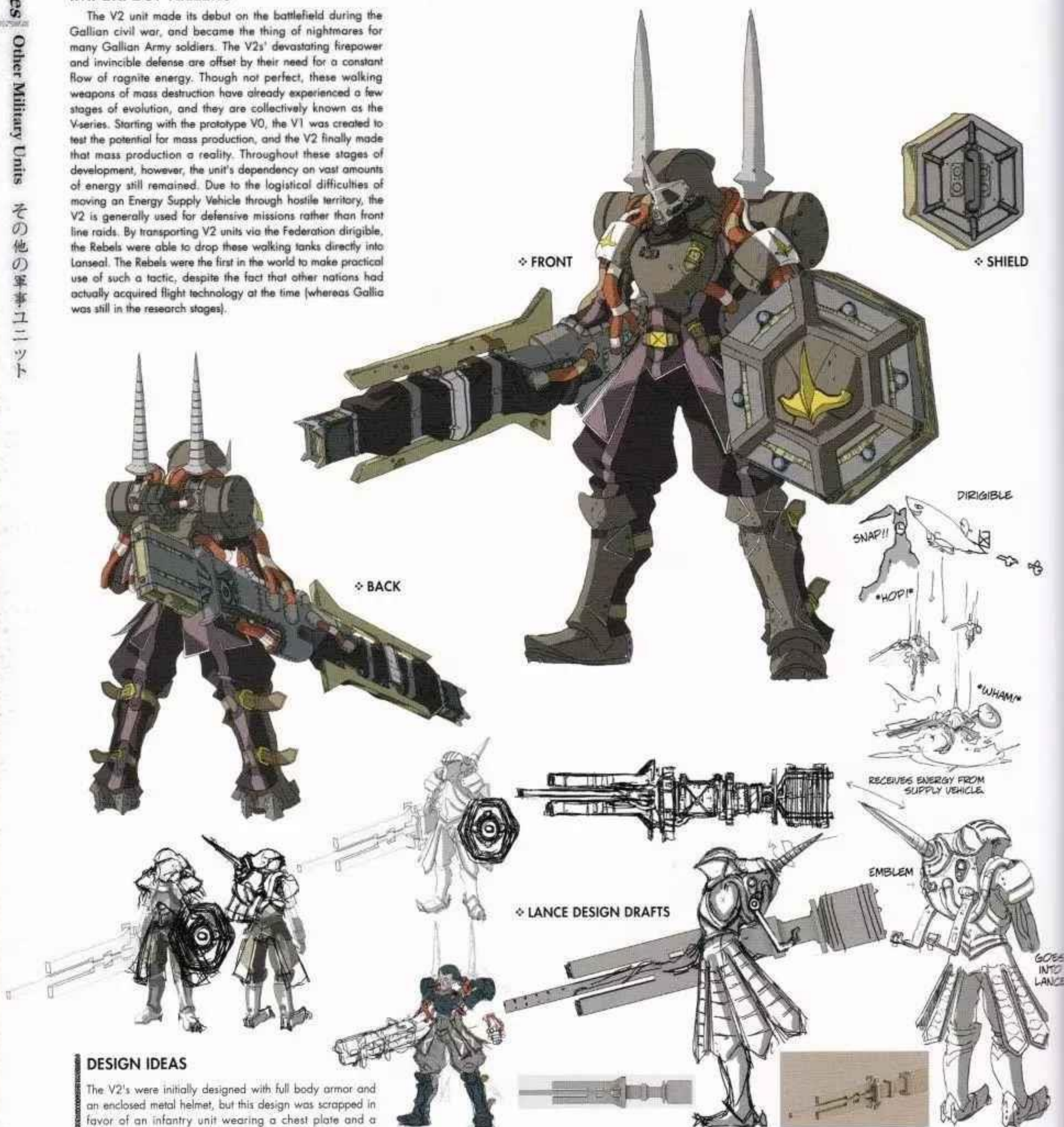


Other Military Units

V2

IMPERFECT KILLERS

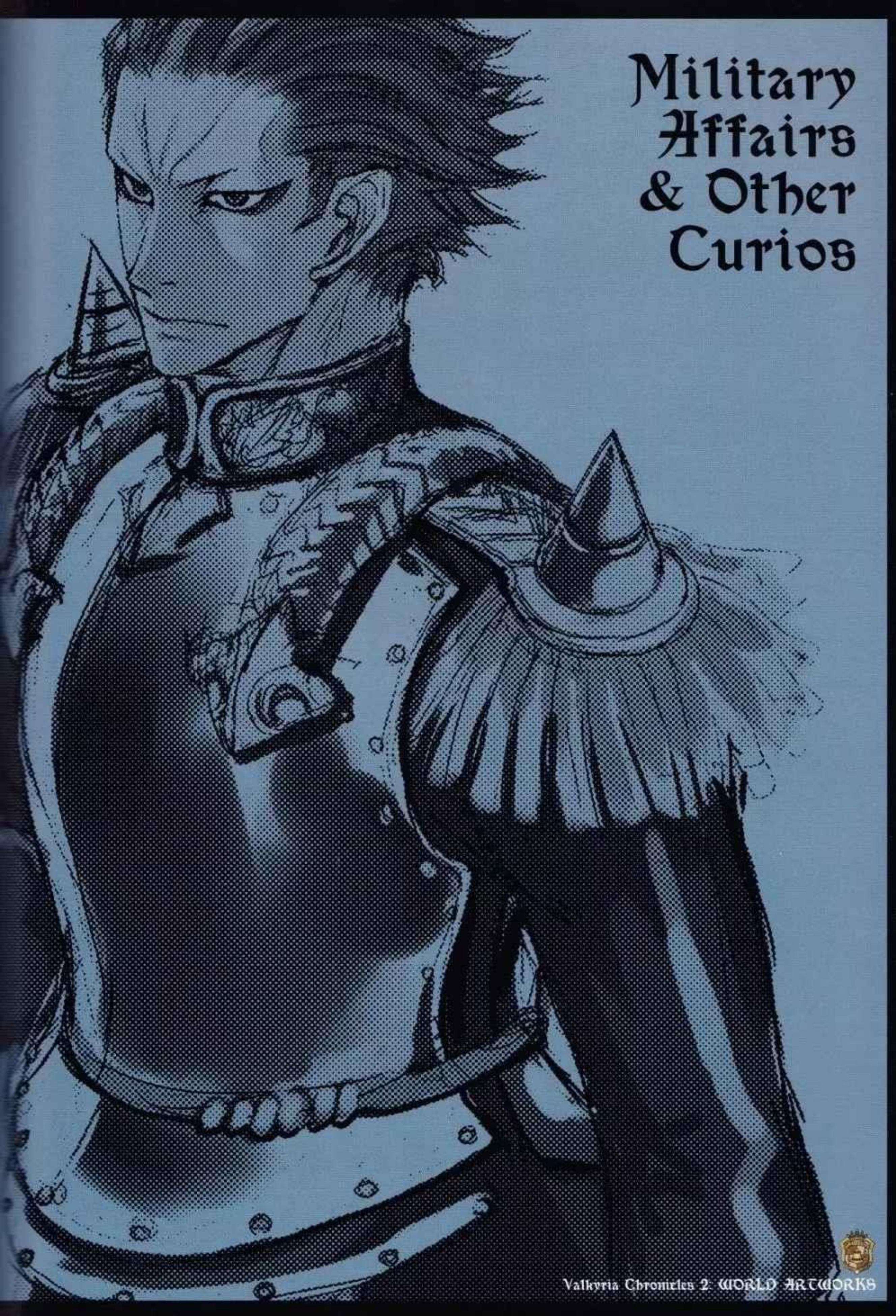
The V2 unit made its debut on the battlefield during the Gallian civil war, and became the thing of nightmares for many Gallian Army soldiers. The V2s' devastating firepower and invincible defense are offset by their need for a constant flow of ragnite energy. Though not perfect, these walking weapons of mass destruction have already experienced a few stages of evolution, and they are collectively known as the V-series. Starting with the prototype V0, the V1 was created to test the potential for mass production, and the V2 finally made that mass production a reality. Throughout these stages of development, however, the unit's dependency on vast amounts of energy still remained. Due to the logistical difficulties of moving an Energy Supply Vehicle through hostile territory, the V2 is generally used for defensive missions rather than front line raids. By transporting V2 units via the Federation dirigible, the Rebels were able to drop these walking tanks directly into Lanseal. The Rebels were the first in the world to make practical use of such a tactic, despite the fact that other nations had actually acquired flight technology at the time (whereas Gallia was still in the research stages).



DESIGN IDEAS

The V2's were initially designed with full body armor and an enclosed metal helmet, but this design was scrapped in favor of an infantry unit wearing a chest plate and a backpack, topped off with a lance-themed mask to give it a truly creepy appearance.

Military Affairs & Other Curios





Infantry Weapons

歩兵用銃火器

These are the weapons used by the various unit classes. Though there are rare cases where one's unit class changes depending on which weapon is equipped, the Gallian military usually defines the range of equippable weapons by the soldier's unit class. This decision was based on the theory that weapons would be used most efficiently by one who was specifically trained to wield them. As such, Laseal's curriculum trains the students in weapons according to their unit class.

Rifle ライフル

◆ FULL LENGTH: 869mm ◆ BARREL LENGTH: 432mm ◆ CALIBER: 7.92mm ◆ SHOTS PER ROUND: 5 ◆ WEIGHT: 3680g

SCOUT / SCOUT VETERAN / SCOUT ELITE RIFLE - GALLIAN

● GALLIAN



● GALLIAN-X



● GALLIAN-A



● GALLIAN-S



● GALLIAN-D



REBEL RIFLE - HERVOR

● HERVOR G1



● HERVOR G3



Advanced Rifle 強化ライフル

◆ FULL LENGTH: 1035mm ◆ BARREL LENGTH: 600mm ◆ CALIBER: 7.92mm ◆ SHOTS PER ROUND: 7 ◆ WEIGHT: 6450g

HEAVY SCOUT ADVANCED RIFLE - ROWEN

● ROWEN



● ROWEN-A



● ROWEN-S



● ROWEN-D



REBEL ADVANCED RIFLE - HELMWIGE

● HELMWIGE G1



MAGAZINE (SMALL)

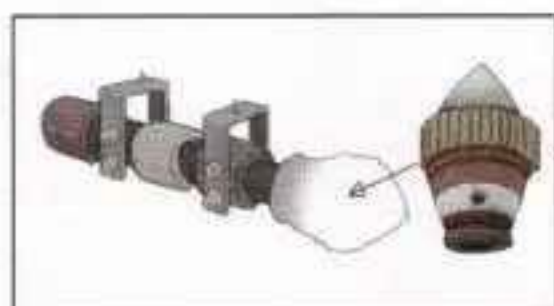
RGD11 ENEMY DESIGN 1
USED BY ENEMY UNITS.
PLAYER CAN ALSO USE ONCE DEVELOPED.



MAGAZINE (LARGE)

● HELMWIGE G5

RGD12 ENEMY DESIGN 2
NOT USED BY ENEMY UNITS.
A VARIATION ON ENEMY DESIGN 1.



Sniper Rifle スナイパーライフル

◆ FULL LENGTH: 1073mm ◆ BARREL LENGTH: 585mm ◆ CALIBER: 7.92mm ◆ SHOTS PER ROUND: 1 ◆ WEIGHT: 3970g

SNIPER RIFLE - GSR

● GSR



● GSR-S



● GSR-A



● GSR-X



● GSR-G



REBEL SNIPER RIFLE - GONDUL

● GONDUL G1



● GONDUL G4



REBEL RIFLE



SIZE COMPARISON

HOLDING A RIFLE

THIS PART SHOULD BE QUITE NARROW.



THE THUMB GOES ON THE OTHER SIDE.



THIS IS HOW IT IS HELD.



THE INDEX FINGER WOULD BE ON THE TRIGGER DURING BATTLE, BUT OTHERWISE IS KEPT EXTENDED, OFF THE TRIGGER. FINGER STAYS THIS IS HOW THE RIFLE IS HELD WHEN THE PERSON IS TAKING CAREFUL AIM.



THEY DON'T ALWAYS FIRE THE WEAPON LIKE THIS. WHEN THEY ARE FIRING AT A TARGET THAT IS NEARBY, OR NEED TO SUDDENLY RETURN FIRE, THEY CAN FIRE THE RIFLE FROM A LOWER POSITION WITH THEIR EYE NOWHERE CLOSE TO THE RIFLE.

HOWEVER, A RIFLE WOULD NOT BE FIRED FROM THE SAME POSITION (LOWEST POSITION) AS A SUBMACHINE GUN.



DEFAULT POSE: THE BARREL OF THE RIFLE IS SLIGHTLY LOWERED, AND THE INDEX FINGER IS OFF THE TRIGGER. THE SAME APPLIES TO WHEN THE PERSON IS RUNNING.

FIRING THE RIFLE AND RELOADING THIS MODEL LOOKS A BIT DIFFERENT BUT THE FUNCTIONS ARE THE SAME.



RIFLE ACTION

These images provide detailed information regarding the actions associated with a rifle. The same general principles apply to the advanced rifles and pistols. The rifle is a bolt action semi-automatic weapon, so firing it involves three steps: pulling the bolt to place a bullet in the firing chamber, aiming, and firing. Though it is a bolt action rifle, it supports repeated fire, and after a set number of rounds have been fired, the bolt locks into place. You would then need to pull the bolt and empty the chamber of casings. Aiming is accomplished by centering the pin above the bolt between the two prongs at the end of the barrel.



Anti-Tank Sniper Rifle 対戦車スナイパーライフル

◆ FULL LENGTH: 1284mm ◆ BARREL LENGTH: 830mm ◆ CALIBER: 7.92mm ◆ SHOTS PER ROUND: 1 ◆ WEIGHT: 4830g

AT SNIPER ANTI-TANK SNIPER RIFLE - GAUTT



REBEL SNIPER RIFLE - SCOGUL



Auto Sniper Rifle オートスナイパーライフル

◆ FULL LENGTH: 1320mm ◆ BARREL LENGTH: 850mm ◆ CALIBER: 7.92mm ◆ SHOTS PER ROUND: 3 ◆ WEIGHT: 5050g

SNIPER ELITE AUTO SNIPER RIFLE - BRONDEL



REBEL AUTO SNIPER RIFLE - ASGAR



Submachine Gun サブマシンガン

◆ FULL LENGTH: 661mm ◆ BARREL LENGTH: 335mm ◆ CALIBER: 9mm ◆ SHOTS PER ROUND: 20 ◆ WEIGHT: 3540g

SHOCKTROOPER / TROOPER VETERAN / TROOPER ELITE SUBMACHINE GUN - MAGS



REBEL SUBMACHINE GUN - HILDR



◆ SUBMACHINE GUN DETAILS



SUBMACHINE GUN ACTION

From submachine guns to machine guns, the main purpose of these weapons is not to take down a target through finesse. By firing multiple rounds in rapid succession, they are capable of annihilating a target through brute force, or they can also be used to discourage an enemy from moving forward. For these purposes, these types of guns need to be able to load more bullets than rifles, and that is

why their magazines have unique shapes. The submachine gun that is used at Laseal uses a circular magazine, with the bullets stored inside in a spiral pattern. It is possible to aim using the same method as you would with a rifle, but the default firing position for the submachine gun and machine gun is at the waist.



Submachine Gun with Flamethrower Attachment

サブマシンガン 火炎放射器付

◆FULL LENGTH: 78.5mm (Mags+FT Type) ◆SHOTS PER ROUND: 1 (Each stream lasts less than 2 seconds) ◆WEIGHT: 3540g
(Measurements for the submachine gun portion remain the same [= P191])

COMMANDO SUBMACHINE GUN W/ FLAMETHROWER - MAGS




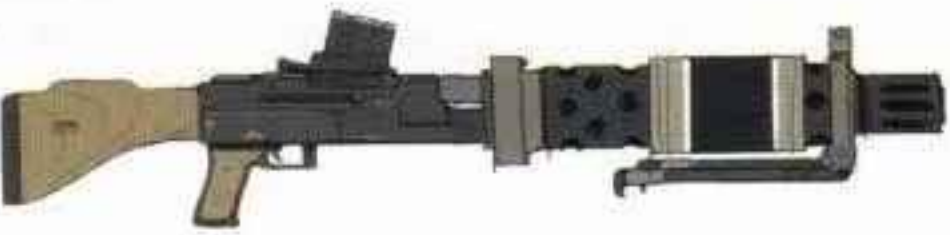
- MAGS 
- MAGS-S 
- MAGS-T 
- MAGS-X 

- MAGS-SG 
- MAGS-TA 
- REBEL SUBMACHINE GUN W/ FLAMETHROWER
- HILDR G1 
- HILDR G4 

Machine Gun 機関銃

◆FULL LENGTH: 1220mm ◆BARREL LENGTH: 510mm ◆CALIBER: 9mm ◆SHOTS PER ROUND: 50 ◆WEIGHT: 5540g

GUNNER MACHINE GUN - SQUALL

- SQUALL 
- SQUALL-A 
- SQUALL-S 
- SQUALL-X 

- SQUALL-AD 
- REBEL MACHINE GUN - BRAGI
- BRAGI G1 
- BRAGI G3 

Light Machine Gun 軽機関銃

◆ FULL LENGTH: 1350mm ◆ BARREL LENGTH: 620mm ◆ CALIBER: 9mm ◆ SHOTS PER ROUND: 60 ◆ WEIGHT: 5820g

GUNNER ELITE LIGHT MACHINE GUN - HURRICANE



● HURRICANE



● HURRICANE-AD



● HURRICANE-S

REBEL LIGHT MACHINE GUN - MUSPELL



● MUSPELL G1



● HURRICANE-A



● MUSPELL G5

Heavy Machine Gun 重機関銃

◆ FULL LENGTH: 733mm ◆ BARREL LENGTH: 422mm ◆ CALIBER: 9mm ◆ SHOTS PER ROUND: 45 ◆ WEIGHT: 5310g

HEAVY GUNNER HEAVY MACHINE GUN - CYCLONE



● CYCLONE



● CYCLONE-TD



● CYCLONE-T

REBEL HEAVY MACHINE GUN - ALVITR



● ALVITR G1



● CYCLONE-S



● ALVITR G5



Anti-Tank Lance 対戦車槍

◆ FULL LENGTH: 2020mm ◆ BARREL LENGTH: --mm ◆ CALIBER: 105mm ◆ SHOTS PER ROUND: 1 ◆ WEIGHT: 10.3kg

LANCER / LANCER VETERAN / MOBILE LANCER ANTI-TANK LANCE - LANCAAR



REBEL ANTI-TANK LANCE - HRIST



Advanced Anti-Tank Lance 強化対戦車槍

◆ FULL LENGTH: 3235mm ◆ BARREL LENGTH: --mm ◆ CALIBER: 141mm ◆ SHOTS PER ROUND: 1 ◆ WEIGHT: 17.9kg

LANCER ELITE ADVANCED ANTI-TANK LANCE - THEIMER



REBEL ANTI-TANK LANCE - JOTUN



Mortar Lance 迫撃槍

◆ FULL LENGTH: 2775mm ◆ BARREL LENGTH: --mm ◆ CALIBER: 148mm ◆ SHOTS PER ROUND: 1 ◆ WEIGHT: 17.2kg

MORTARER / MOBILE MORTARER MORTAR LANCE - LANCAAR



REBEL MORTAR LANCE - ROSSWEISSE

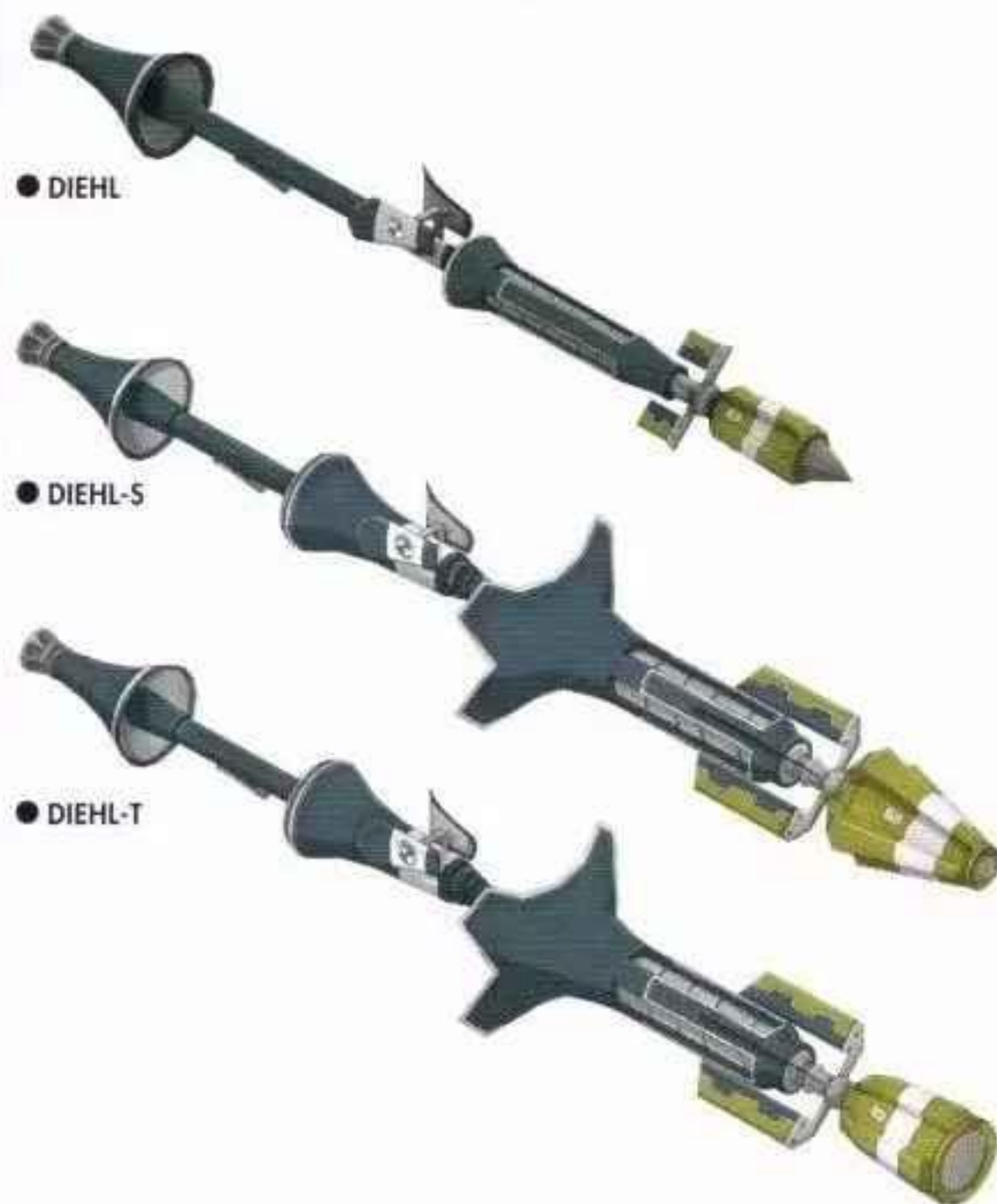


Heavy Mortar Lance

重迫撃槍

◆ FULL LENGTH: 2413mm ◆ BARREL LENGTH: --mm ◆ CALIBER: 12.4mm ◆ SHOTS PER ROUND: 1 ◆ WEIGHT: 13.2kg

HEAVY MORTARER HEAVY MORTAR LANCE - DIEHL



● DIEHL

● DIEHL-S

● DIEHL-T



● DIEHL-TD

REBEL HEAVY MORTAR LANCE - THRUD



● THRUD G1

● THRUD G5

Pistol

ピストル

◆ FULL LENGTH: 452mm ◆ BARREL LENGTH: 361mm ◆ CALIBER: 7.65mm ◆ SHOTS PER ROUND: 6 ◆ WEIGHT: 1620g

ENGINEER / ENGINEER VETERAN / ENGINEER ELITE / MEDIC / ANTHEM CORPS / ANTHEM ELITE / MELODIST PISTOL - VIPER



● VIPER-E



● VIPER-X



● VIPER-A

REBEL PISTOL - GOLL



● GOLL G1



● GOLL G4



Military Wrench 軍用レンチ

◆FULL LENGTH: 875mm ◆WEIGHT: 3320g

ARMORED TECH / TECH VETERAN / TECH ELITE / SPECIAL TECH MILITARY WRENCH - WARPICK



● WARPICK

● WARPICK-AT

● WARPICK-X

● WARPICK-A

REBEL MILITARY WRENCH - YULE



● YULE G1

● YULE G3

Sword 剣

◆FULL LENGTH: 755mm ◆WEIGHT: 5120g

FENCER SWORD - CIVAL



● CIVAL

● CIVAL-X

● CIVAL-A

● CIVAL-AT

REBEL SWORD - HLOCC



● HLOCC G1

● HLOCC G4

Great Sword 大剣

◆FULL LENGTH: 1620mm ◆WEIGHT: 22.4kg

FENCER ELITE GREAT SWORD - PERCIVAL



● PERCIVAL

● PERCIVAL-A

● PERCIVAL-AT

● PERCIVAL-AD

REBEL GREAT SWORD - GNIR



● GNIR G1

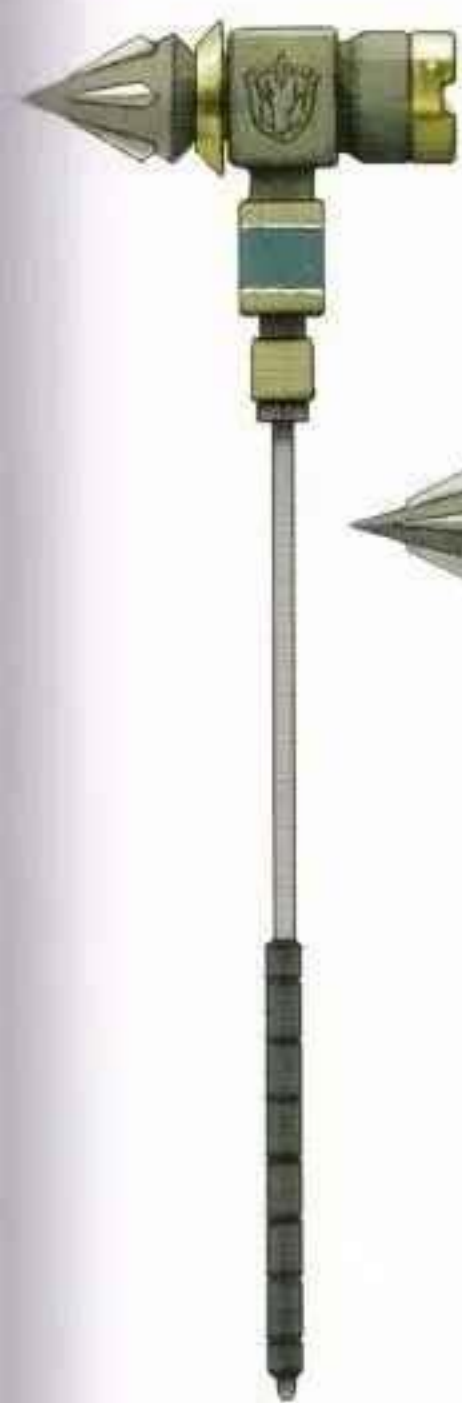
● GNIR G5

Maul 爆剣

◆ FULL LENGTH: 1680mm ◆ WEIGHT: 18.9kg

MAULER MAUL - HBS

REBEL MAUL - GUNNR



● HBS



● HBS-A



● HBS-AT



● HBS-D



● GUNNR G1



● GUNNR G5

Grenade 手榴彈

◆ FULL LENGTH: 420mm ◆ WEIGHT: 820g



● GALLIAN GRENADE



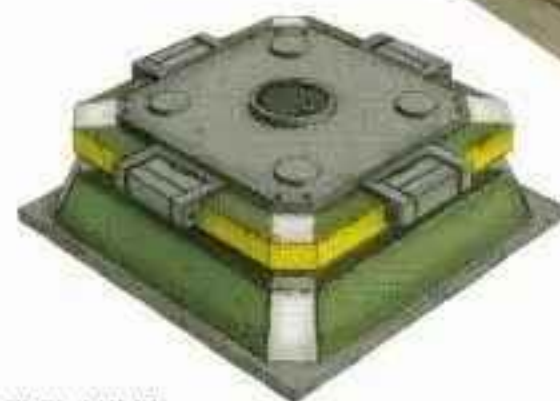
● REBEL GRENADE

Mine 地雷

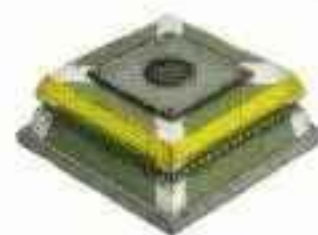
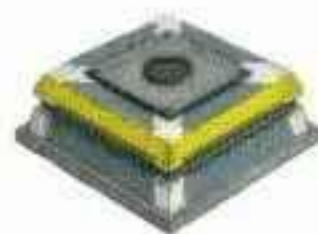
◆ SIZE: 320mm (diameter) x 120mm (height) ◆ WEIGHT: 9550g



● GALLIAN MINE



● REBEL MINE





Military Academy Uniforms

士官学校制服

Male Uniform

Uniform for male students. The winter uniform has the three Gallian colors, blue, red, and white. The summer uniform is the same as the winter uniform except that the blazer is removed. The student can either wear just the shirt, or a sweater vest over the shirt. The blazer has an aiguillette

The military academy has uniforms for students to wear when they are not in combat. These are the outfits the students will spend most of their time wearing during the course of their daily lives at the academy. With the exception of formal events, the hat is an optional part of the uniform, and the academy also allows some amount of personalization with the way uniforms are worn.

extending from the right shoulder to the first button. The passants are a mandatory part of the uniform. The pants are quite unique in that they have a red line running along the external sides of the legs.



♣ MALE FORMAL UNIFORM



♣ MALE WINTER UNIFORM



♣ MALE SUMMER UNIFORM A



♣ MALE SUMMER UNIFORM B

♣ MILITARY ACADEMY
UNIFORM AIGUILLETTE

♣ MALE BELT DETAILS

♣ FORMAL HAT

♣ MALE FORMAL WEAR
BUTTONS

♣ DETAILS

The military academy is a public institution, and the uniforms are government issue. For this reason, the uniform features some accessories and detailing with a Gallian or Lancel theme.

Female Uniform

The female uniform is basically the same as the male uniform, though females wear a plaid skirt in place of the pants. The inner lining of the uniform is red, and provides a contrast where it is folded over. In the Gallian Army,

rank indicators are present on the cuffs of the blazer, but since there are no ranks in the academy, those were omitted from the uniform's design. The necktie is worn by both male and female students.



❖ FEMALE FORMAL UNIFORM



❖ FEMALE WINTER UNIFORM A



❖ FEMALE WINTER UNIFORM B



❖ FEMALE SUMMER UNIFORM A



❖ FEMALE SUMMER UNIFORM B



LANCELOT ROYAL MILITARY ACADEMY SCHOOL BAG



WITH SHOULDER STRAP



BACKPACK FORMAT

METAL LOOPS ARE THE SAME AS THOSE USED FOR THE SHOULDER STRAP FORMAT

❖ SCHOOL BAG





Military Academy Battle Dress Uniforms

士官学校戦闘服

Scout



This covers the Scout as well as the advanced unit classes that branch off from it. The Scout's design was the basis for all of the other base unit classes. The default color for unit classes is red. Male uniforms are comprised of two pieces, a

short coat and pants. The female uniform is one piece, with leggings; a less cumbersome design. The more advanced unit classes add armor parts, and also have dull colors to increase their chances of survival.

Scout

In order to maximize mobility, the Scout uniform has minimal armor. Equipment is also kept as lightweight as possible, and less ammunition is carried compared to other classes.



● SCOUT (MALE)



● SCOUT (FEMALE)



BUTTON DETAIL

✦ ACCESSORY DETAILS



✦ FEMALE SOCKS



THE RIBBON AROUND THE ANKLE CROSSES AT THE FRONT AND IS TIED AT THE BACK.

THE LINES ON THE SOCK ARE GROOVES, NOT DECORATIVE LINES.



NO CREST ON THIS SIDE.



CREST TO GO ON POUCHES, ETC.

Scout Veteran



● SCOUT VETERAN (MALE)



● SCOUT VETERAN (FEMALE)

Scout Elite



● SCOUT ELITE (MALE)



● SCOUT ELITE (FEMALE)

Heavy Scout



● HEAVY SCOUT (MALE)



● HEAVY SCOUT (FEMALE)

Sniper

A branch of the Scout class. The sniper's uniform is mostly kept to one color in order to reduce visibility. They also wear coats that serve the same function as ghillie suits.



● SNIPER (MALE)

Sniper Elite



● SNIPER ELITE (MALE)



● SNIPER ELITE (FEMALE)

Anti-Tank Sniper



● ANTI-TANK SNIPER (MALE)



● ANTI-TANK SNIPER (FEMALE)

ARM PARTS ARE THE SAME AS MALE, NO POUCHES.



● SNIPER (FEMALE)



Shocktrooper

Once the Scout has determined the location of an enemy, the Shocktrooper moves in for the attack. The default class color is black. The Shocktrooper is more heavily armed than the Scout, and wears armor on their shoulders and waist. The advanced Shocktrooper classes add armor to the arms

and knees, as well as larger shoulder armor. They also keep a pack of extra ammo at the back of their waist, but since the weapons of advanced Shocktrooper classes require a larger caliber, the overall silhouette changes quite a bit.

Shocktrooper

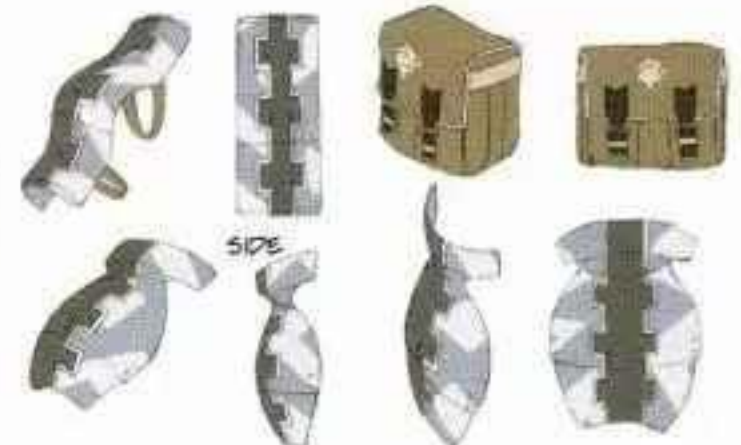
The female leggings are the same as those of the Scout, but the male pants are puffed-out like riding pants. The Commando wears a large canister on their back.



● SHOCKTROOPER (MALE)



● SHOCKTROOPER (FEMALE)



✦ ACCESSORY DETAIL

Trooper Veteran



● TROOPER VETERAN (MALE)



● TROOPER VETERAN (FEMALE)

Trooper Elite

Commando



● TROOPER ELITE (MALE)

● TROOPER ELITE (FEMALE)

● COMMANDO (MALE)

● COMMANDO (FEMALE)

Gunner

In order for the Gunner to carry more ammo with them, they have two pouches on their waist to carry things like grenades, and they wear an ammo pack on their back.



● GUNNER (MALE)

● GUNNER (FEMALE)

Gunner Elite



● GUNNER ELITE (MALE)

● GUNNER ELITE (FEMALE)

Heavy Gunner



● HEAVY GUNNER (MALE)

● HEAVY GUNNER (FEMALE)



Lancer

Lancers have a high resistance to mortars, and wear more armor than the other classes. Despite the Lancer's resistance to mortars, however, they are not necessarily any more resistant to regular bullets than other classes. The chest armor is worn

under the uniform, and they do not have the giant shields we saw in "VC1". Since Lancer ammunition is so large, they don't keep any extra ammo strapped to their waist like other classes, keeping their silhouette quite trim.

Lancer

The default color for the Lancer class is yellow. Since it is important for a Lancer's shins to be protected, the advanced Lancer classes have larger leggings that are more like socks, with less buckles and straps.



● LANCER (MALE)

● LANCER (FEMALE)

Lancer Veteran



● LANCER VETERAN (MALE)

● LANCER VETERAN (FEMALE)

Lancer Elite



● LANCER ELITE (MALE)



● LANCER ELITE (FEMALE)

Mobile Lancer



● MOBILE LANCER (MALE)



● MOBILE LANCER (FEMALE)

Mortarar

This advanced class wears a tunic over their uniform, which hides the necktie. They also wear arm guards.



● MORTARER (MALE)

Heavy Mortarar



● HEAVY MORTARER (MALE)



● HEAVY MORTARER (FEMALE)

Mobile Mortarar



● MORTARER (FEMALE)



● MOBILE MORTARER (MALE)



● MOBILE MORTARER (FEMALE)



Engineer

The Engineer's main role is to heal and resupply allies. As such, they must sacrifice their own safety, wearing healing supplies and ammunition instead of armor. Their uniform is the same as that of the Scout. The default color for the Engineer class is green. The

Anthem Corps line of advanced classes focuses on raising ally morale and reducing enemy morale through the power of music. Aside from their instrument, pistol, and ragdoll, they don't carry anything else, making them the least encumbered classes.

Engineer

Armor is added in the advanced classes, but even that is minimal. The arm band identifies them as Engineers, but they are still fair game on the battlefield.



● ENGINEER (MALE)



● ENGINEER (FEMALE)



◆ ACCESSORY DETAILS

Engineer Veteran



● ENGINEER VETERAN (MALE)



● ENGINEER VETERAN (FEMALE)

Engineer Elite



● ENGINEER ELITE (MALE)



● ENGINEER ELITE (FEMALE)

Medic



● MEDIC (MALE)



● MEDIC (FEMALE)

Anthem Corps

The Anthem Corps uniform is more formal, and tends to stand out. For this reason, they are never intended to be on the front line, and are therefore not equipped for such placement.



● ANTHEM CORPS (MALE)

Anthem Elite



● ANTHEM ELITE (MALE)



● ANTHEM ELITE (FEMALE)

Melodist



● MELODIST (MALE)



● MELODIST (FEMALE)



● ANTHEM CORPS (FEMALE)



Armored Tech

The Armored Tech can advance through heavy enemy fire, and diligently disarms any mines that are in their allies' way. Their limited mobility saw the class abolished due to the skirmish type battles that are more common in wars now, but Lanseal still trains.

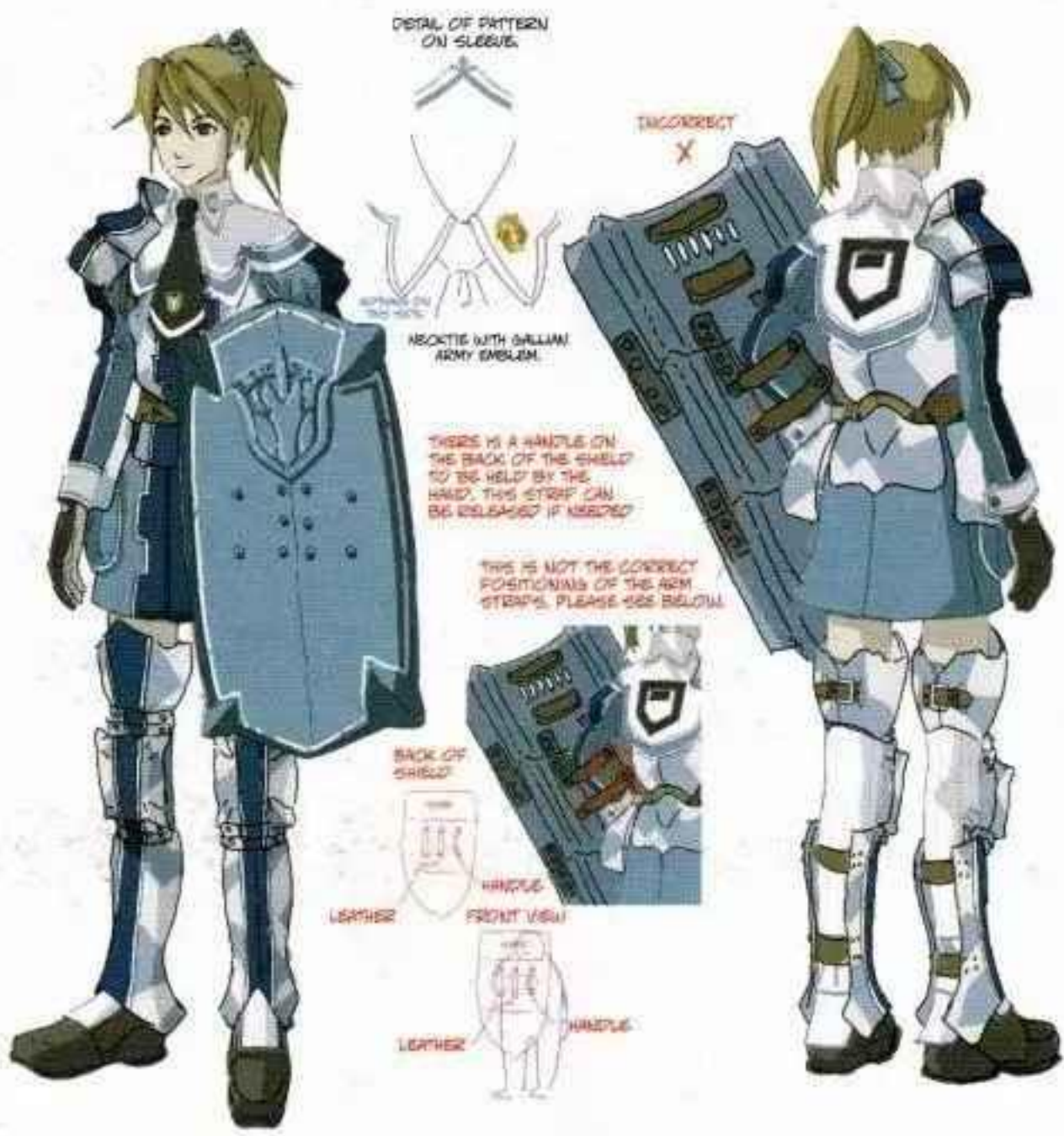
Armored Techs. The default color for the Armored Tech class is blue. Since they are expected to charge at waiting enemies head on, they are armed with a large shield and thick chest armor. Armored Techs are the most well-protected class.

Armored Tech

Unlike the other classes, Armored Techs wear their armor over their uniform. Since their right arm is not protected by the shield, they have a unique shoulder piece, making their appearance asymmetrical.



ARMORED TECH (MALE)



ARMORED TECH (FEMALE)

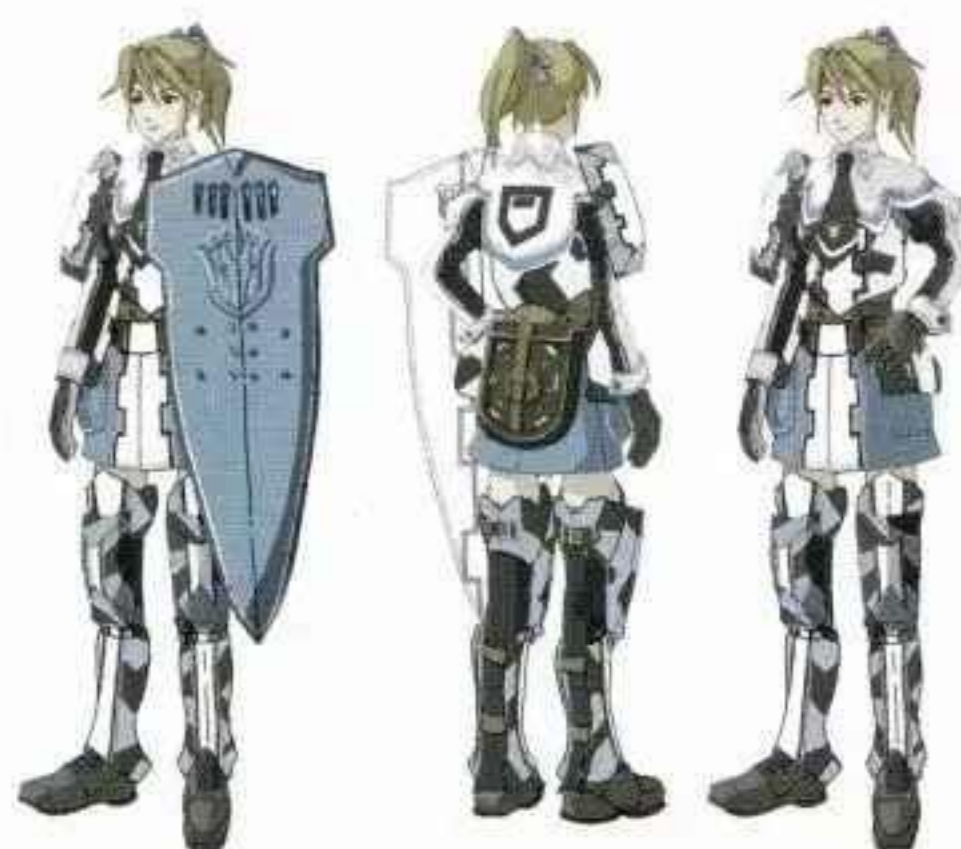


ACCESSORY DETAIL

Tech Veteran



● TECH VETERAN (MALE)



● TECH VETERAN (FEMALE)

Tech Elite



● TECH ELITE (MALE)

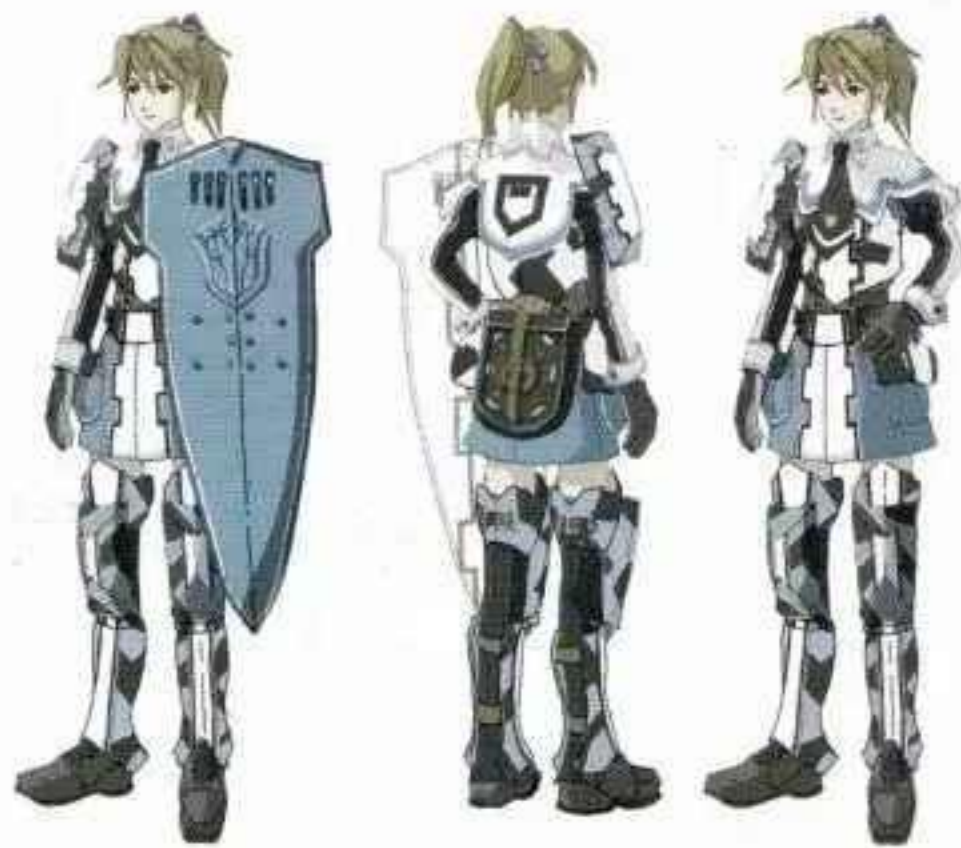


● TECH ELITE (FEMALE)

Special Tech



● SPECIAL TECH (MALE)



● SPECIAL TECH (FEMALE)

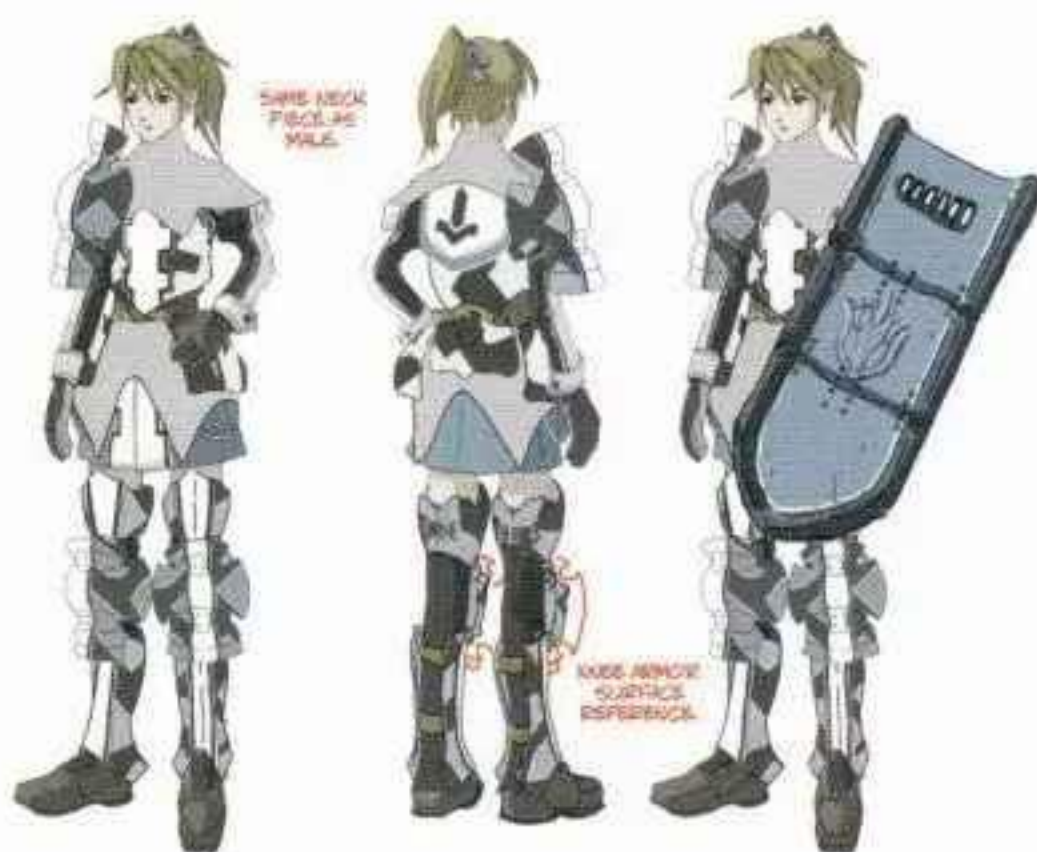


↓ Fencer

The Fencer wears thicker armor than the Armored Tech, and their uniform is scaled. The Fencer armor seems a bit dated for modern war, where cannons are common.



● FENCER (MALE)



● FENCER (FEMALE)

↓ Fencer Elite



● FENCER ELITE (MALE)



● FENCER ELITE (FEMALE)

↓ Mauler



● MAULER (MALE)



● MAULER (FEMALE)

Rebel Battle Dress Uniforms

反乱軍戦闘服

Though the Rebel weapons are quite similar to the weapons used by the Gallian Army, their uniforms are quite different. Still, the stripe down the front of the uniform is reminiscent of the Gallian Army uniform, showing that there are still some similarities after all.

Normal Soldier

The Rebels do not have a distinct uniform for every single class the way Laseal does, but the advanced classes do add more armor. They have an adornment on the front of

their helmets which is modeled after the Valkyrian lance, as an expression of their ideology.

Scout



Scout Veteran.
Sniper



Heavy Scout.
AT Sniper



Shocktrooper



Commando.
Heavy Gunner



Lancer



Mortarier



Lancer Elite.
Heavy Mortarier



Engineer Elite





Fencer

Fencer Elite,
Mauler

Ace Soldiers

Within the ranks of the Rebel army, units who have combat skills far superior to normal soldiers are called Ace Soldiers, and wear special red battle dress uniforms. Since the red color of their uniforms makes Ace Soldiers stand out from the rest of the enemy units, it may not seem like such a great tactical idea, but there are reasons for this color choice. Rebel soldiers are easily able

to spot one of their own Ace Soldiers during the heat of battle, and the presence of these superior units bolsters their morale. It is also considered a part of the "noblesse oblige" school of thought for one who is superior to protect those that serve under them, and the Ace Soldier does this by drawing attention away from the common soldiers.

Scout type



Shocktrooper type



Lancer type



Engineer type



Fencer type

Other
Enemy Units

Enemy squad commanders wear the same battle dress uniforms as the normal soldiers, with the exception of a red helmet. Support troops wear yellow helmets.

Commanders



Support Units



Medals / Awards

勳章・徽章

Lanseal Royal Military Academy Awards

The awards presented by Lanseal include awards that commemorate school events, such as a student's graduation or a class's Laevatein Cup victory, but there are also awards that are directly related to a student's performance in combat.



● LAEVATEIN WINNER'S CUP



● GRADUATION MEDAL



● SERVICE MEDAL



● HONORABLE SERVICE MEDAL



● ORDER OF MERIT



● GRAND ORDER OF MERIT



● JEWELLED ORDER OF MERIT



● MILITARY MASTERS DEGREE



● CEREMONIAL DAGGER



● CLASS RING



● GRADUATION ALBUM



● BELL OF LANSEAL AWARD



● BELL OF LANSEAL MEDAL



● LANSEAL SWORD AND BELL



● SPECIAL SERVICES MEDAL

Principality of Gallia Medals

These medals have long been a part of Gallia's military tradition. Since the war against the Rebels was a civil war, campaign medals were not enacted. Also, each of the medals related to defeating enemies are not the same as those presented during the Gallian Campaign. They were redesigned in 1937.



● GALLIAN MEDAL OF HONOR



● THE SPLINTERED HORN



● THE LANCE OF GALLIA



● BRONZE ARMS OF GALLIA



● SILVER ARMS OF GALLIA



● GOLDEN ARMS OF GALLIA



● ORDER OF GOLDEN WINGS



● LEADERSHIP EXCELLENCE



● TECHNOLOGY EXCELLENCE



● ARMAMENT EXCELLENCE



● ORDER OF THE HOLY LANCE



● ROYAL RANDGRIZ MEDAL



Signatures

オーダーサイン

These signatures are used on written orders and official documents. Though they were not used in the actual game, signatures for Zeri, Nichol, and the other classmates were also designed.

*Note: Some signatures below show the original names from the Japanese edition of the game.

Avan Hardins

● AVAN HARDINS

Zeri

● ZERI

Colette Coalhearth

● COSETTE COALHEARTH*

Aliasé

● ALIASSE

Juliana Everhardt

● JULIANA EVERHART*

Nichol E. Martin

● NICHOL MARTIN*

Franca Martin

● FRANCA MARTIN

Marion Siegbahn

● MARION SIEGBAHN

Licorice Nelson

● ANISETTE NELSON*

Sophia Collins

● SOFIA COLLINS*

MAGARI

● MAGARI

Hubert Brixham

● HUBERT BRIXHAM

Baldren Gassenarl

● BALDREN GASSENARL

Audrey Gassenarl

● AUDREY GASSENARL

Dirk Gassenarl

● DIRK GASSENARL



● ORDER STAMP

Flags

国旗など

The Lanseal crest is comprised of the bell that is the academy's symbol, as well as the Laevatein sword, which the Laevatein Cup was named after. The Rebel crest has a shield and lance, as well as the lion that is the symbol of House Gassenarl.



● PRINCIPALITY OF GALLIA STANDARD FLAG



● PRINCIPALITY OF GALLIA BANNER FLAG



● LANSEAL STANDARD FLAG



● LANSEAL BANNER FLAG



● LANSEAL EMBLEM

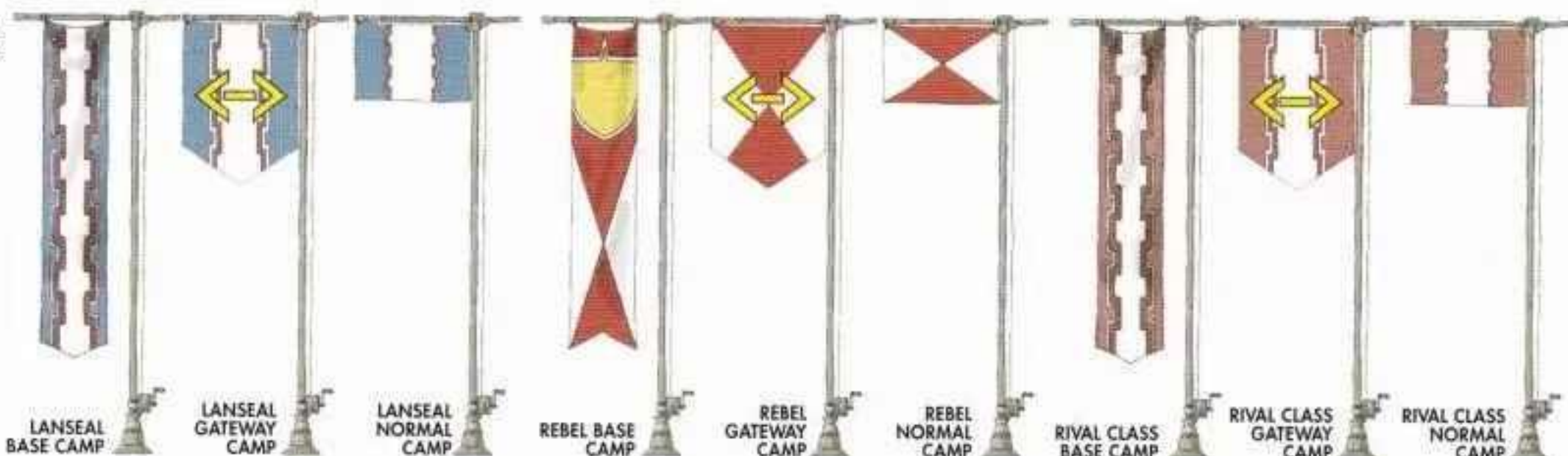


● EAST EUROPEAN IMPERIAL ALLIANCE STANDARD FLAG



● ATLANTIC FEDERATION STANDARD FLAG

● CAMP FLAGS



Military Objects

軍事関連諸物

Though they do not appear as playable units, these items are seen in the details of "VC2".



❖ GALLIAN COMMAND VEHICLE

In the map mode at Lanseal, you can see these vehicles driving around campus. It is a four-wheel drive vehicle with a light and open body and open body.

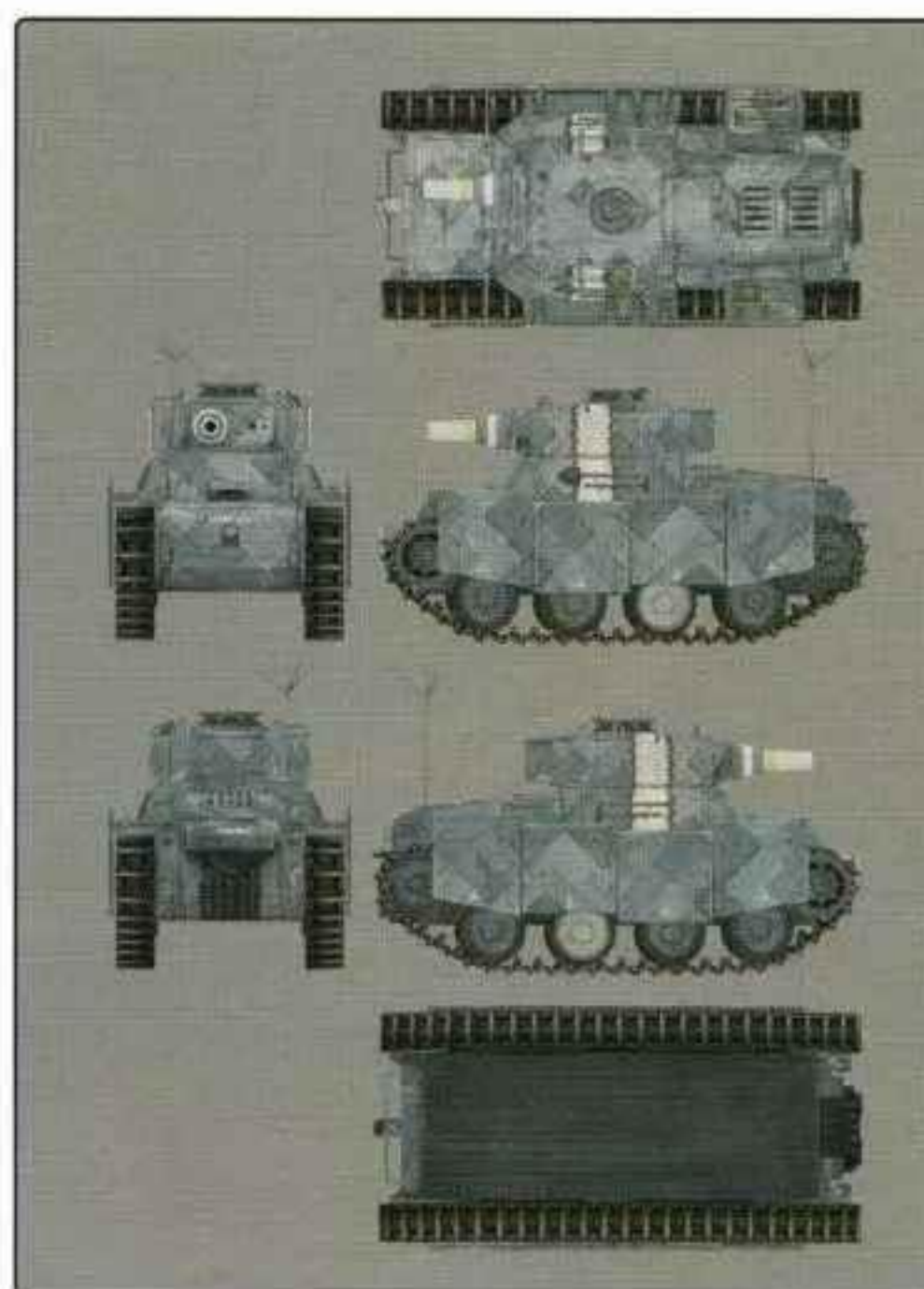


❖ GALLIAN ARMY OFFICER'S SERVICE WEAPON

The same model as the pistol carried by Alicia in "VC1". As an officer's pistol, it is quite small and can be easily used even by those who do not have much strength.

❖ GALLIAN TANKS

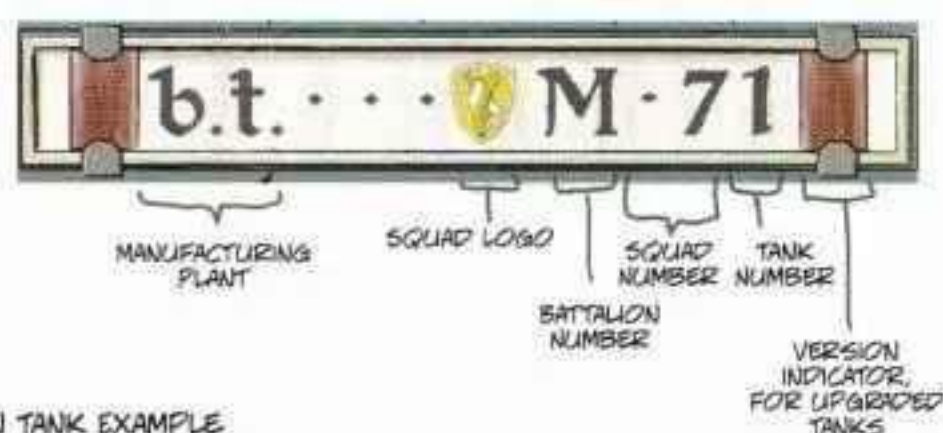
These tanks were used during the Gallian Campaign, and are no longer being manufactured. This old model was part of Cordelia's personal guard when she was attacked by V2s.



GALLIAN TANK LABELING SYSTEM

WELKIN'S TANK 1

SAME BASIC RULES AS "VC1"



COMMON TANK EXAMPLE

MANUFACTURED IN MAGDEBURG, MAIN BATTLE TANK, 51ST TANK ROLLED OUT IN 1935, SQUAD 5 OF THE 1ST BATTALION, TANK 1, MODEL A

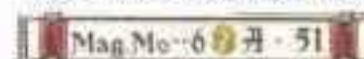


FACTORY ABBREVIATIONS
MAG. - MAGDEBURG
MAR. - MARIENFELDE
HAG. - HAAG
BRE. - BREDA
APL. - APELDOORN
ETC.

PRODUCTION YEAR AND LOT NUMBER
D - 1934
E - 1935
F - 1936

THE "b.t." ON WELKIN'S TANK STANDS FOR "BELGEN, THEIMER"

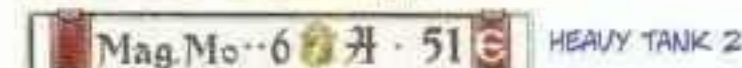
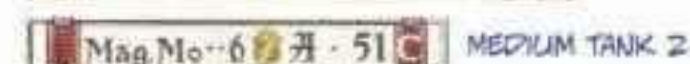
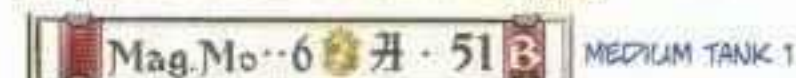
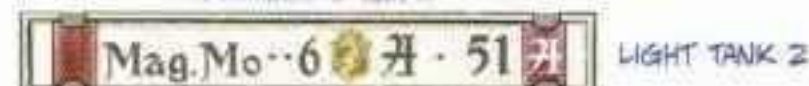
"VC2" TANK NUMBER PLATE



THE MILITARY ROCKET TANK 1 IS ONE OF THE OLDEST TANKS IN BALUS. ITS DESIGN WAS ORIGINALLY BASED ON THAT OF A SMALL PRODUCTION TANK. IT WAS FIRST MANUFACTURED IN THE ADVANCED REGION IN WESTERN GALLIA. AT THE MAGDEBURG PLANT, THE TANKS WERE HEAVILY MODIFIED WITH CANNONRY AND THE MAIN MILITARY FORCE, AND A FEW WERE SHOWN TO THE MILITARY ACADEMY AS WELL.

NUMBER PLATE EXPLANATION

- MAG. MANUFACTURED IN MAGDEBURG PLANT
- MO. MAIN BATTLE TANK, THOUGH IT IS NOW CONSIDERED A LIGHT TANK, IT WAS STILL A MAIN BATTLE TANK AT THE TIME IT WAS MANUFACTURED
- 6. IDENTIFIES THE YEAR OF MANUFACTURE AS 1936
- 51. LOT NUMBER ONE
- SQUAD MARK. THE SQUAD MARK IS REPLACED WITH THE LARGEST SYMBOL FROM ALL TANKS PROVIDED TO LARGEST
- 51. 51ST TANK THAT BELONGS TO THE REGULAR ARMY, THE BATTALION NUMBER IS 51
- 51. SINCE THE TANK WAS ORIGINALLY ASSIGNED TO CLASS 5, AND CLASS 5 WAS CONSIDERED SQUAD 5, THE TANK NUMBER IS 51 TO REPRESENT IT AS THE SECOND VEHICLE OF SQUAD 5.



BEYOND THESE, THE TANK NUMBER PLATES SHOULD NOT SHOW ANY MORE DIFFERENCES. THE REASON FOR THIS IS THAT YOU ARE ONLY ADDING DIFFERENT LOGOS TO THE SAME TANK BODY. OR UPGRADING THE TANK IN SOME WAY AS OFFICERS TO MANUFACTURE DIFFERENT TANKS. IN THESE CASES, THE SPACE AT THE END OF THE NUMBER PLATE WOULD BE USED TO ADVANCE THE VERSION WITH A LETTER.

"VC2" APC NUMBER PLATE



- HAG. MANUFACTURED IN HAAG PLANT
- OD. BELONGS TO THE CATEGORY "OTHER"
- 18. IDENTIFIES THE YEAR OF MANUFACTURE AS 1938
- 52. LOT NUMBER ONE
- SQUAD MARK. THE SQUAD MARK IS REPLACED WITH THE LARGEST SYMBOL FROM ALL TANKS PROVIDED TO LARGEST
- 52. 52ND TANK THAT BELONGS TO THE REGULAR ARMY, THE BATTALION NUMBER IS 52
- 52. SINCE THE TANK WAS ORIGINALLY ASSIGNED TO CLASS 5, AND CLASS 5 WAS CONSIDERED SQUAD 5, THE TANK NUMBER IS 52 TO REPRESENT IT AS THE SECOND VEHICLE OF SQUAD 5.

❖ GALLIAN TANK LABELING SYSTEM

The number plate and labeling system that were introduced in "VC1". With APCs joining the mix, some new rules were applied in "VC2". From these examples, we can see that most tanks are modeled after the Light Tank A.

Military Academy Objects

士官學校関連諸物

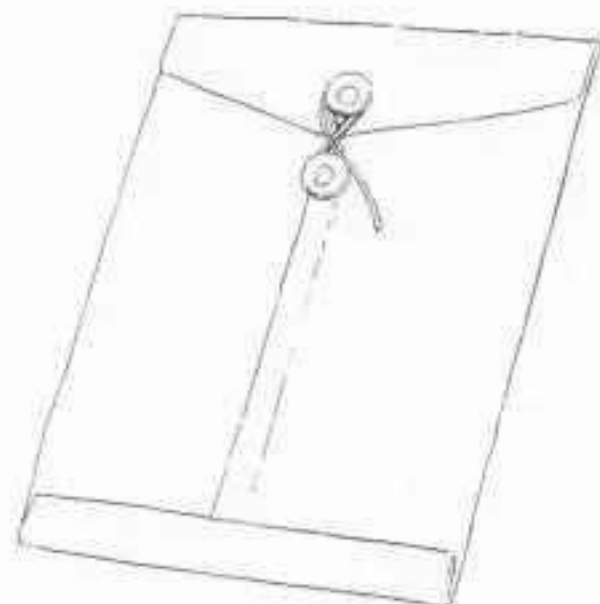
✦ RESEARCH REPORT

This is the report Avan discovers in the old campus. It details the findings of the Valkyria research performed by Foerster, with Aliasse as the test subject. The information contained in this report was used as a basis for the alterations performed on Leon and Juliana. Along the top of the report is a banner of red ink marking this document as confidential.

[illegible]

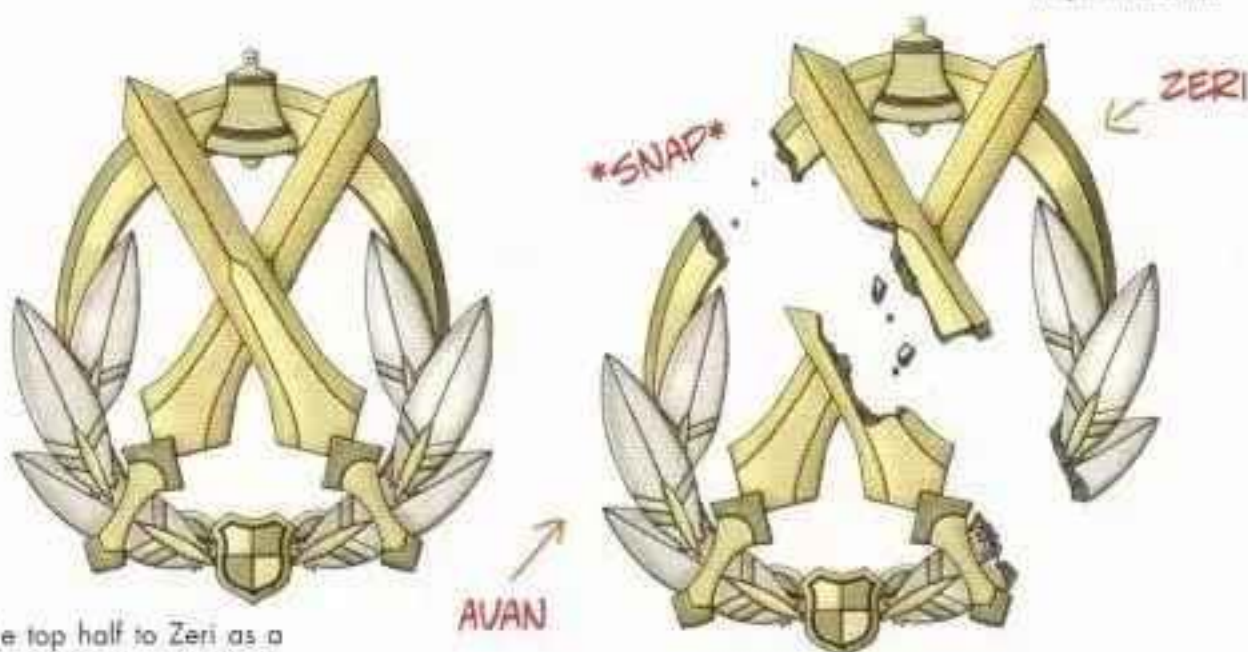
CONFIDENTIAL CONFIDENTIAL CONFIDENTIAL

Various things were designed specifically to create the unique atmosphere of the military academy. The main projects were large-scale endeavors like the overall layout of the academy, but this page shows some of the little details that added that extra touch of life to the setting.



✦ ENROLLMENT APPLICATION

This envelope contains the documents Avan needed to enroll at Laseal. Enrollment at the academy used to be granted only to those who were scouted, but Headmaster Kluiwert opened the doors to any willing applicant in order to increase his chances of finding suitable candidates for Project Valhalla.



❖ LAEVATEIN CUP MEDAL

Avan broke the medal in half and handed the top half to Zeri as a way of demanding Zeri's safe return from his dangerous mission in Anthold. Since the Laevatein Cup is ceremonial and returned to the academy after its presentation, this medal is the only thing that is actually kept by the winners of the Laevatein Cup.



EYE BREAD
ERUITENSOEP
(PEAS, POTATOES,
BACON, SAUSAGE)

LANSEAL STYLE OMELETTE
SOUTHERN GALLIA STYLE SAUCE
(CHOCOLATE, GRINDING MEAT)

COFFEE / TEA
\$2.25

❖ MESS HALL MENU

Since Lancelot students live at the academy, they eat all of their meals in the mess hall. This is an example of the food served there, and it is clear that they still have a healthy supply of fresh produce despite the damage caused by the war. The produce comes from the farm run by Largo from the first game.



✦ FRESHLY BAKED BREAD

This special bread comes from Alicia's own bakery. Alicia and Welkin supply Laseal with this bread from a specially modified truck that is fully equipped with an oven. Alicia's bread is quite popular among the students.

Other Objects

その他の諸物

These are objects that appear in the game that are not directly related to the military or Lenseal. Most of these items are unique, having been created to better express the flavor of the "VC" world. They play a vital role in adding color and depth to the story.



❖ DARSEN DOLL

An old Darsen tradition, Darsen dolls are said to protect against misfortune, and are usually gifted to family, friends, and lovers. The shape and materials are not strictly pre-established, as the tradition is to craft the doll using whatever materials are at hand, such as leftover cloth. The Darsen doll is a great representation of the simplicity that Darsens value.



❖ PINK FLOWER

This flower is just one of the many kinds that grow all over Gallia. Its beautiful blossom is a light pink color.



❖ RAGNITE CONTAINER

A container for storing ragnite. Ragnite is very useful as fuel for tanks and as a healing aid, but the refining process makes it highly volatile, so it must be kept in a special container.



❖ CINNAMON BUNS

While venturing out to see the state of her nation firsthand, Cordelia was set upon by a squad of V2s. Avan and Class G were there to save Cordelia, and they offered her this basket of cinnamon buns after the battle. Ever since she first tasted the cinnamon buns Alicia baked, the archduchess has been hooked on these sweet treats.



❖ FIREWORKS

The instrument used by the Anthem Corps. No one is certain why an instrument was named "Fireworks", but this special instrument can do many helpful things like raise ally morale or confuse the enemy.



"Friends Talk" Costumes

「フレンズトーク」で使われた衣装

"Friends Talk" was a mini-game available on the official Japanese website, which involved having conversations with classmates and other characters from the game. Of all the characters that appeared in "Friends Talk", the six listed below would appear in

unique outfits if you raised their friendship rating enough through conversation. The additional costumes were casual clothes and swimwear. It might just be a coincidence, but the female characters selected for this extra bonus are all... slender of figure.



❖ FRANCA MARTIN

Franca's traditional casual outfit suits her personality well. The swimwear is cuter than one might expect, with little frills on a pink bikini.



❖ ANISETTE NELSON

As would be expected of a future idol, Anisette's casual outfit is pink and girly. Her swimsuit is orange and looks very athletic.



❖ RANDY HAMSUN

This white formal attire goes a long way to hide the darkness within. The lifesaver is a great touch for Randy who, despite his evil, scheming ways, tends to need saving from time to time.



❖ MAGARI

Magari's casual outfit includes a shawl, muffler, and cardigan with Darsen patterns. Her swimsuit is... a standard Japanese school swimsuit for some reason.



❖ BALDREN GASSENARL

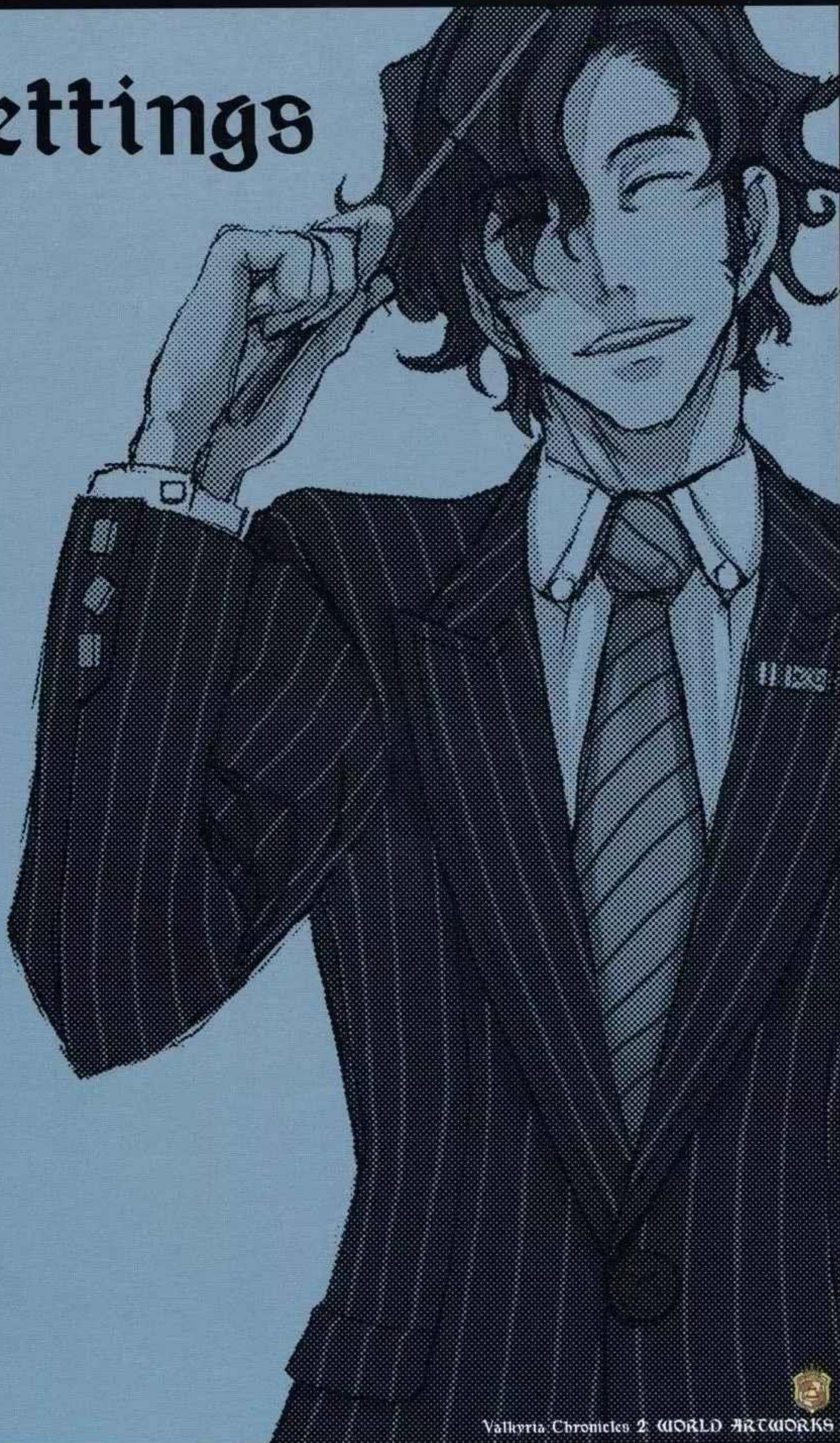
The ever-serious Baldren wears formal wear as casual wear. He even manages to look medieval in his swimwear, and his towel displays the lion of House Gassenarl.



❖ JAMILL CAINES

Jamill looks quite trendy in his slacks and coat. No one knows where he got his swim trunks from, but they bear two playing cards, perfect for a gambler like Jamill.

Settings



Flow of Influence and Conflict in Europa

Balance of Power in 1937



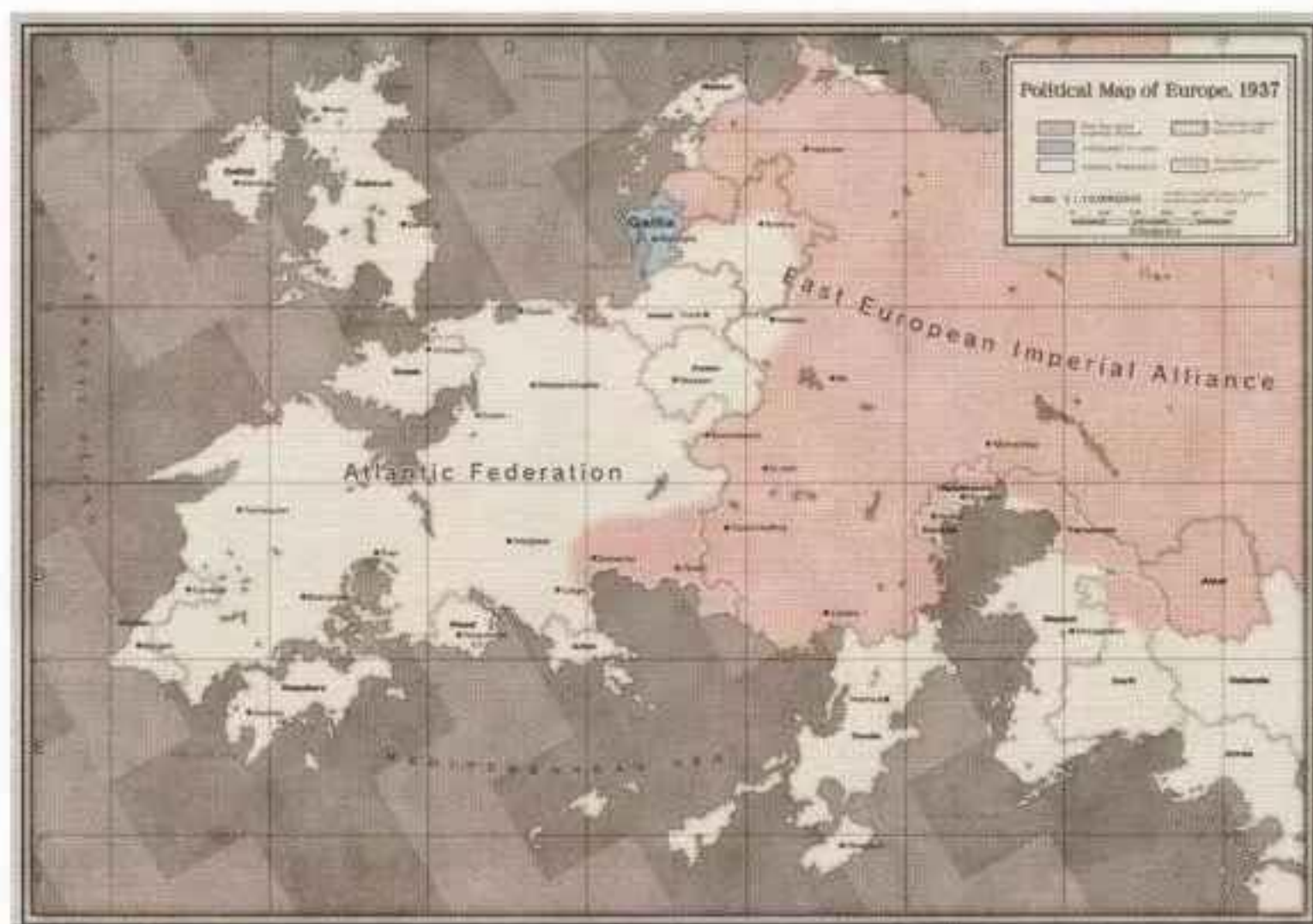
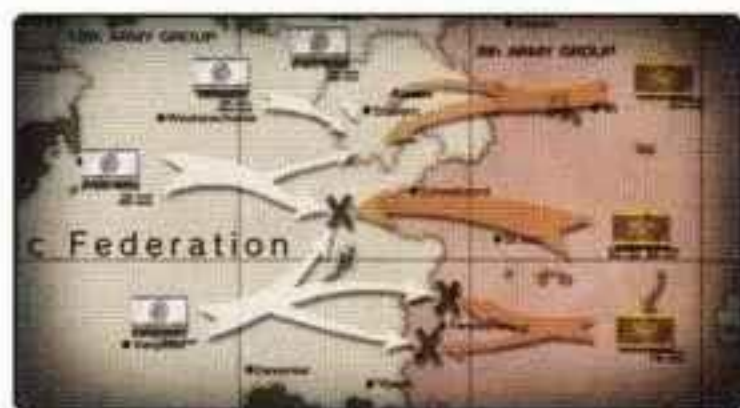
As of 1937, Gallia had its hands full with a civil war. But that civil war was actually rooted in the Second European War, which was still plaguing the rest of the continent. During the early stages of the Second European War, the Empire invaded Gallia, only to be repelled. As a result, the former princess

ascended to the throne and became archduchess, but also revealed a shocking truth. As with most truths, many people were not happy to hear Cordelia's confession, and a group of aristocrats in the south started a rebellion, gathering people to their cause under the banner of a "revolution".

BALANCING INFLUENCE AND FORCES TWO POWERHOUSES CLASH OVER VALUABLE RESOURCES

In 1935, the East European Imperial Alliance (Empire) and the Atlantic Federation (Federation) declared war upon each other in their pursuit of the valuable resource known as ragnite. The Second European War far exceeded the scale of the First European War of 20 years prior, and blood soon stained

the entire continent of Europa. The Principality of Gallia, with its abundant sources of ragnite, was invaded by the Empire. Despite maintaining its military neutrality and refusing to seek aid from foreign nations, Gallia managed to repel the Imperial invasion (the Gallian Campaign).



❖ PRINCIPALITY OF GALLIA

Caught between the Empire and the Federation, this small nation has abundant sources of ragnite scattered throughout its territory. Gallia maintains military neutrality, and relies on a universal conscription system to fill its military.



❖ ATLANTIC FEDERATION

Its main hub located on the western end of Europa, the Federation was formed by a group of republican nations. The Federation continued to grow and spread through secret dealings and political pressure. Its national power surpasses even that of the Empire.



❖ EAST EUROPEAN IMPERIAL ALLIANCE

Located in eastern Europa, the Empire is a massive body of allied states, led by an emperor. The Empire welcomes new nations into its fold by forming blood ties between noble families.



THE GALLIAN CIVIL WAR CORDELIA'S CONFESSION AND DARCSEN PERSECUTION

After making it through the Imperial invasion of 1935, Archduchess Cordelia gi Randgriz publicly confessed that she and all the members of House Randgriz that came before her were Darcsens. Most Gallians supported Cordelia's honesty, but others were not as understanding. In the months following Cordelia's confession, terrorist acts were committed against Darcsens everywhere. Gilbert Gassenarl saw an opportunity in the chaos, and formed the "Gallian Revolutionary Army", officially starting the civil war.



❖ GALLIAN ARMY

The majority of the Gallian Army was wiped out during the Imperial invasion. Though they rushed to replenish their numbers, they have not managed to regain their former strength.



❖ REBEL ARMY (HOUSE GASSENARL)

Formed by powerful nobles and Count Gassenarl, the Rebel army fights to dethrone Cordelia and build a Gallia inhabited and governed only by "pure-blooded Gallians".



GALLIAN CIVIL WAR, RECORD OF THE BATTLES

❖ TERRORISM SPREADS THROUGHOUT THE NATION

1935.12~1936.6

Cordelia's confession and ascension incite terrorist acts. Cordelia orders Lanseal Royal Military Academy to suppress terrorists in the south. Students are sent to take countermeasures in the Gallian Army's stead.

❖ RISE OF THE GALLIAN REVOLUTIONARY ARMY, FRONT LINE IS PUSHED NORTH

1936.9~1937.5

Just as the officer cadets of Lanseal joined the fight, Count Gassenarl organized the Gallian Revolutionary Army, adding fuel to an already scorching fire. They quickly claim most of southern Gallia, then set their sights on central Gallia, starting with Yuell.

❖ LANSEAL DESTROYED

1937.6~1937.8

Rebel forces were stopped in their tracks by the stunning performances of Lanseal's forces, as well as pressure from the Gallian Army in the north. Rebels unveil their V2s in a surprise assault on Lanseal, nearly bringing Lanseal to ruin. While there, the Rebels steal the research regarding Artificial Valkyria technology, which was being studied in secret on campus.

❖ CASTLE RANDGRIZ TAKEN

1937.8~1937.10

Rebels use the momentum of their successful assault on Lanseal to storm Castle Randgriz. Rebels succeed in occupying Castle Randgriz, but Gilbert Gassenarl turns up dead and his son Baldren Gassenarl takes his place as the leader of the Rebels.

❖ BATTLE AT ANTHOLD ~ THE END OF THE CIVIL WAR

1937.11~1937.12

The Gallian Army's "Operation Alabaster Gale" ends in success, and Castle Randgriz is reclaimed. The remaining Lanseal forces cut off Rebel supply lines in the south, forcing the Rebels into Anthold. Lanseal forces follow Rebels to Anthold, where they defeat Rebel generals, one after another. Even the Artificial Valkyria Baldren is defeated by the Lanseal forces, and Cordelia is able to convince the Rebels to surrender. The civil war is ended.

Exactly when the Gallian civil war started is a matter of opinion. Terrorist acts sprouted all over Gallia soon after Cordelia's confession, but they weren't full-scale battles until Gilbert Gassenarl organized the Gallian Revolutionary Army. In this section, we cover everything, starting from Cordelia's confession, in order to provide you with the most complete picture possible.

❖ GALLIAN CIVIL WAR TIMELINE

Year	Event	Source
1935.10.25	Cordelia's confession	Valkyria Chronicles
1935.10.31	Cordelia ascends to the throne.	Valkyria Chronicles
1935.12	Terrorist activities begin.	Document of Gallia 1937 (2)
1936.4.24	Southern Gallia is plagued with terrorist activity by a somewhat organized group of Darcen haters.	Document of Gallia 1937 (2)
1936.5	Lanseal Royal Military Academy is tasked with maintaining peace in southern Gallia.	Document of Gallia 1937 (2)
1936.6	Lanseal Royal Military Academy begins taking counter-terrorism measures.	Document of Gallia 1937 (2)
1936.9	Lanseal Military Academy tuition fees are waived.	Document of Gallia 1937 (2)
1936.10	Lanseal Royal Military Academy tuition fees are waived.	Document of Gallia 1937 (2)
1936.10.25	Archduchess Cordelia makes a speech at Lanseal.	Document of Gallia 1937 (2)
1936.11	Lanseal's "Special Mission" ends in failure.	Document of Gallia 1937 (2)
1937.2.3	The Rebels take the city of Gate, in southern Gallia.	Document of Gallia 1937 (2)
1937.3.11	Archduchess Cordelia visits the south.	Document of Gallia 1937 (2)
1937.3	Rebels restate their intentions and demand that Cordelia step down.	Document of Gallia 1937 (2)
1937.5	Rebels nearly wipe out the Darcens settled in the Diebal Mountains.	Document of Gallia 1937 (2)
1937.6	Rebels force their way into central Gallia. Yuell and Mellvere are invaded.	Document of Gallia 1937 (2)
1937.7	The army succeeds in defending Yuell. The Rebels cease their invasion of central Gallia for a time and return to the south.	Document of Gallia 1937 (2)
1937.8	Lanseal is attacked by the Rebels. Buildings are destroyed, and Lanseal ceases to function as an academy.	Document of Gallia 1937 (2)
1937.8	Rebels once again make a push for central Gallia.	Document of Gallia 1937 (2)
1937.8.22	Randgriz City is taken by the Rebels.	Document of Gallia 1937 (2)
1937.9.14	Baldren Gassenarl replaces Gilbert Gassenarl as the leader of the Rebels.	Document of Gallia 1937 (2)
1937.9.28	Rebels start advancing into northern Gallia.	Document of Gallia 1937 (2)
1937.9	Remnants of Lanseal's forces retake Roendahl Canyon.	Document of Gallia 1937 (2)
1937.10	Lanseal forces prevent Rebels from detonating bombs inside the Doerfein Mines.	Document of Gallia 1937 (2)
1937.11.7	The portion of the Gallian Army stationed in the north commences "Operation Alabaster Gale".	Document of Gallia 1937 (2)
1937.11.10	Gallian Army's "Operation Alabaster Gale" ends in success. Randgriz City is reclaimed.	Document of Gallia 1937 (2)
1937.11	The main Rebel force moves to Anthold.	Document of Gallia 1937 (2)
1937.11.30	Lanseal forces regroup and proceed to Anthold.	Document of Gallia 1937 (2)
1937.12.20	Baldren is killed in a battle upon the waters of the Gallian Bay.	Document of Gallia 1937 (2)
1937.12.21	Rebels surrender. Civil war ends.	Document of Gallia 1937 (2)





Valkyria Chronicles 2: WORLD ARTWORKS

Lanseal Royal Military Academy



Lanseal Royal Military Academy stands on what appears to be two overlapping five-pointed stars. Many different buildings can be found on Lanseal's property, some left over from the days when it was a fortress city. There are military

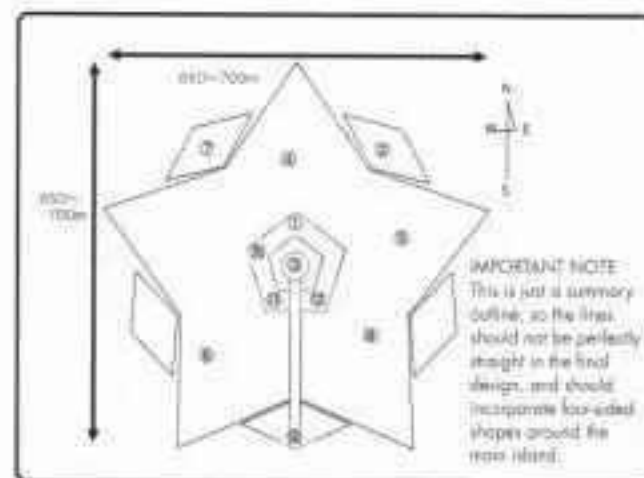
compounds, research and training facilities, and even a vacant old castle on campus. The entire environment is brimming with "VC" flavor.

SUMMARY

THE OLDEST MILITARY ACADEMY IN GALLIA

Lanseal Royal Military Academy boasts 217 years of history and tradition. The abandoned old castle speaks volumes of the history that has played out upon these grounds. Constant upgrades to the numerous facilities have resulted in a mixture of ancient architecture with modern amenities.

Students as young as middle school graduates are scouted to study and train at Lanseal. For this reason, Lanseal students can be anywhere in age from their teens to their thirties. Though Lanseal is open to applicants, getting in can be quite difficult. Lanseal graduates are commissioned as officers, and depending on their unit class and performance, can even be granted licenses as doctors or engineers, among other things.



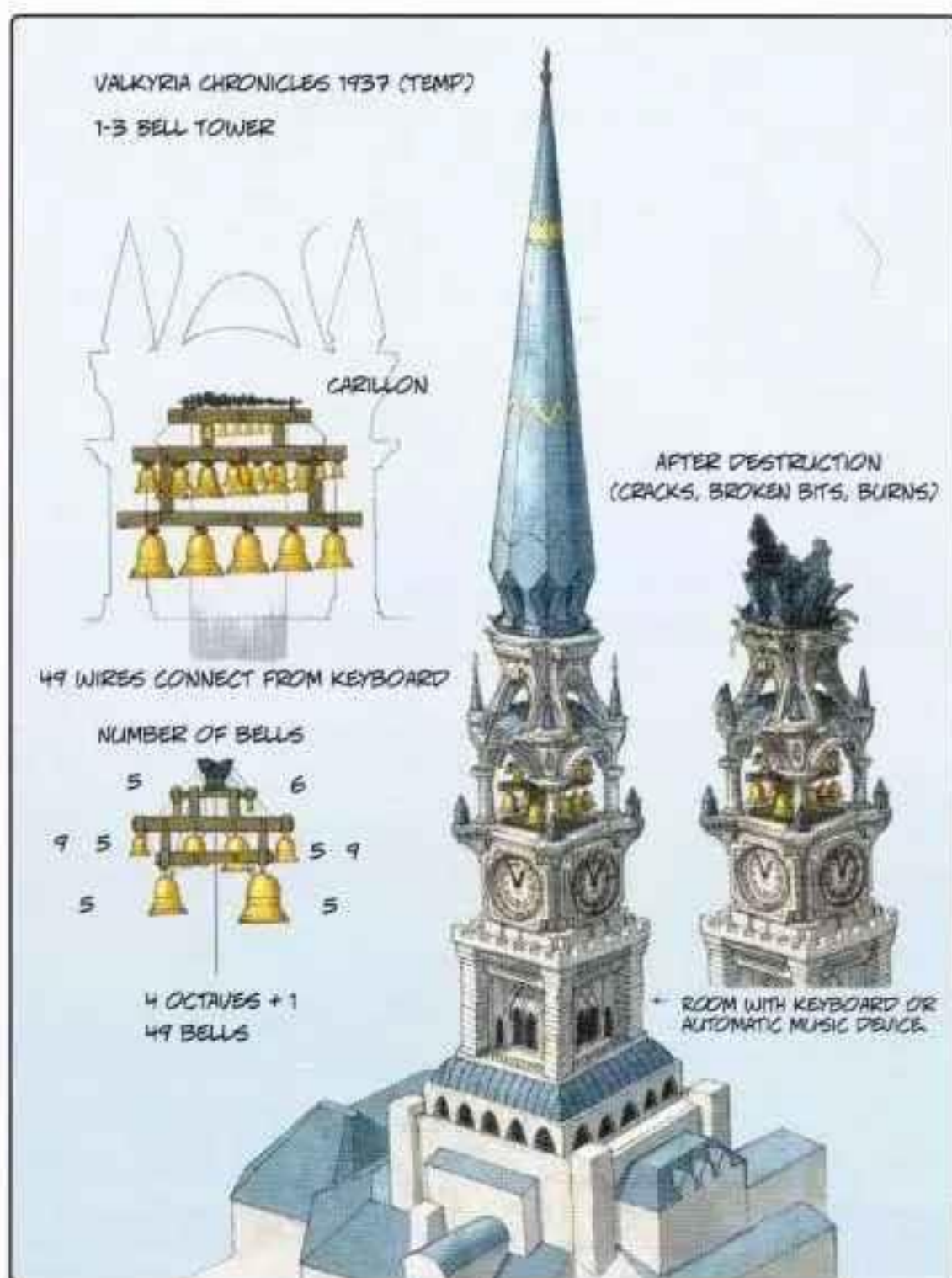
❖ INITIAL BUILDING LOCATIONS

According to the development materials, the legend for this layout is as below:

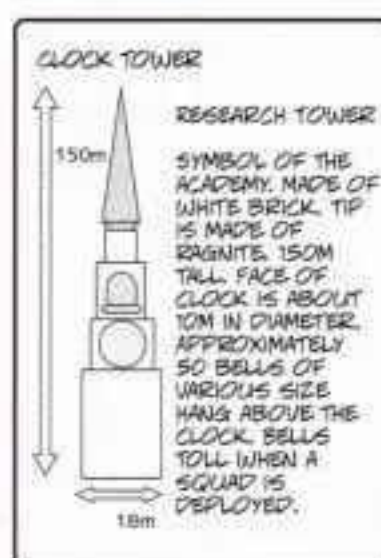
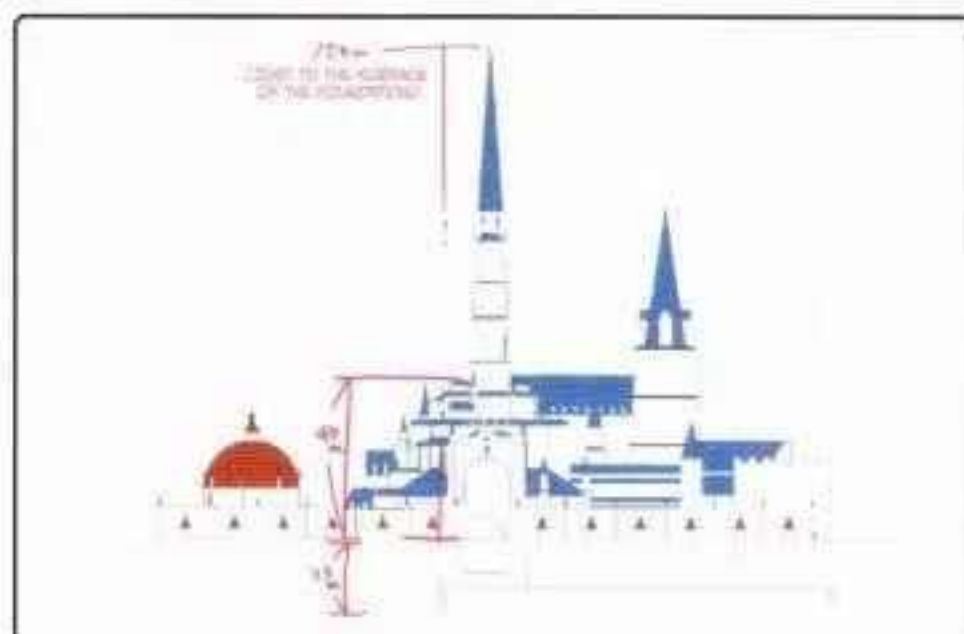
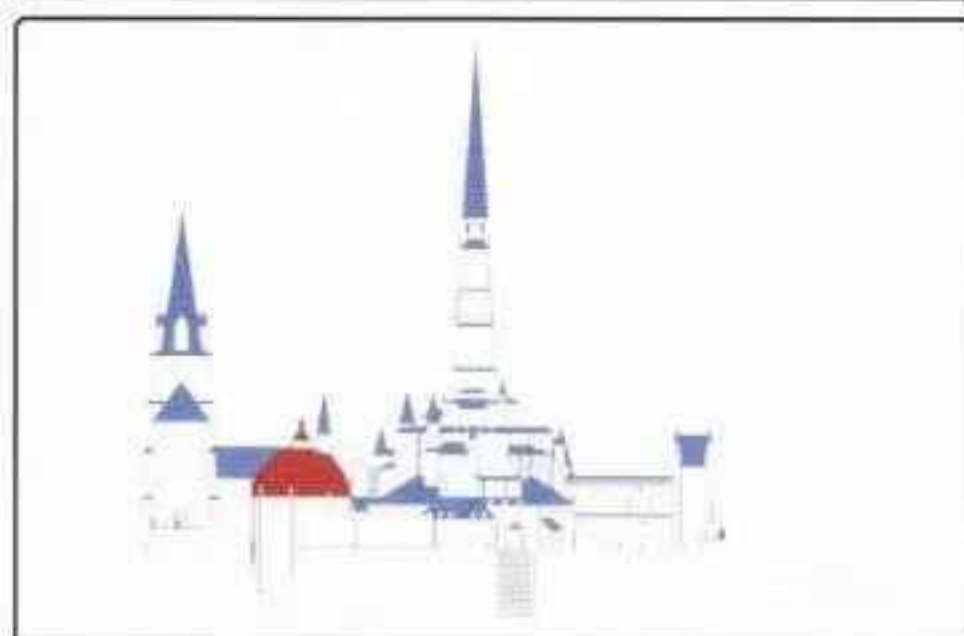
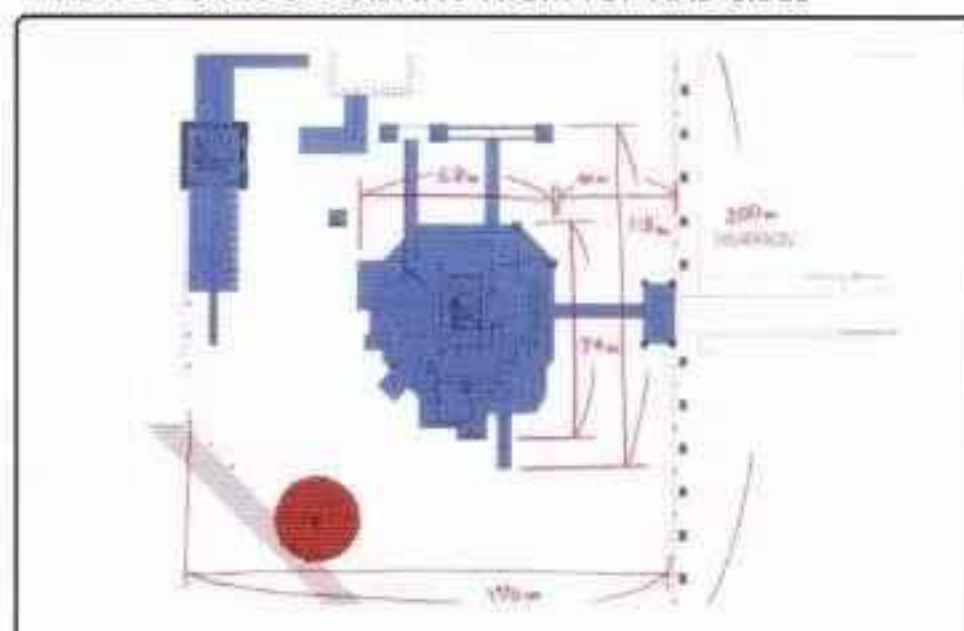
1. School building, contains classrooms and music room (10), briefing room (11), and store (12)
2. Old building
3. Clock tower
4. Research facility
5. Dormitory, houses 300 students in the final design
6. Training area, became the drill grounds in the final design
7. Hospital
8. Library
9. Main Gate

❖ OVERVIEW OF ACADEMY





VIEW OF SCHOOL BUILDING FROM TOP AND SIDES



THE CLOCK TOWER AND LANSEAL'S BELLS

A carillon is a musical instrument where bells of varying size in a belfry are controlled by a keyboard. Each bell has a distinct sound, and together they produce music to announce the passing of time, or the deployment of a squad.



DESTRUCTION OF THE CLOCK TOWER

When the Rebels attacked Lanseal, their dirigible snapped the tip off of the clock tower. None of the clock tower's internal mechanisms were damaged, so the clock and the bells continued to work after the attack.



CAMPUS MAP





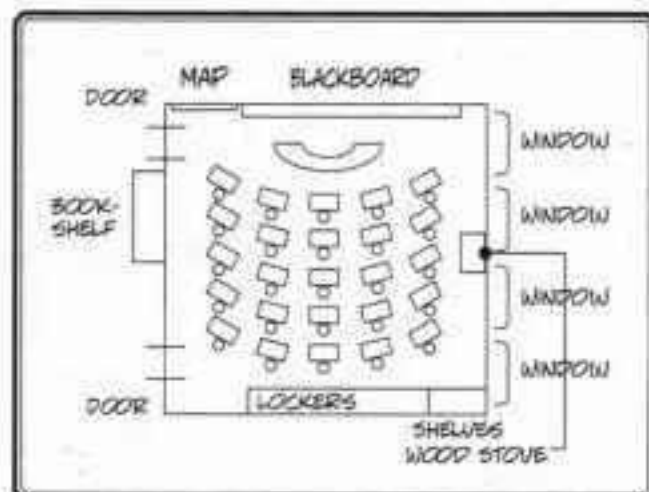
CLASSROOM

SPACIOUS LEARNING CENTER

The student desks have side tables built into them, and are arranged in arcing rows. The classroom has a pretty relaxed atmosphere, complete with a stove and a bookshelf. Each classroom most likely has its own bookshelf, but since this is a military academy, chances are the bookshelves are full of technical military manuals.

Based on the seating chart, it seems the game's classroom scenes are depicted from Zeri's point of view. The initial seating chart did not have any open seats for the transfer students who arrive later in the game, and that is probably why an additional desk was added to each row, as shown in the image to the right. Since we do not see them in the classroom background image, they most likely are seated behind Zeri.

VIEW FROM TOP



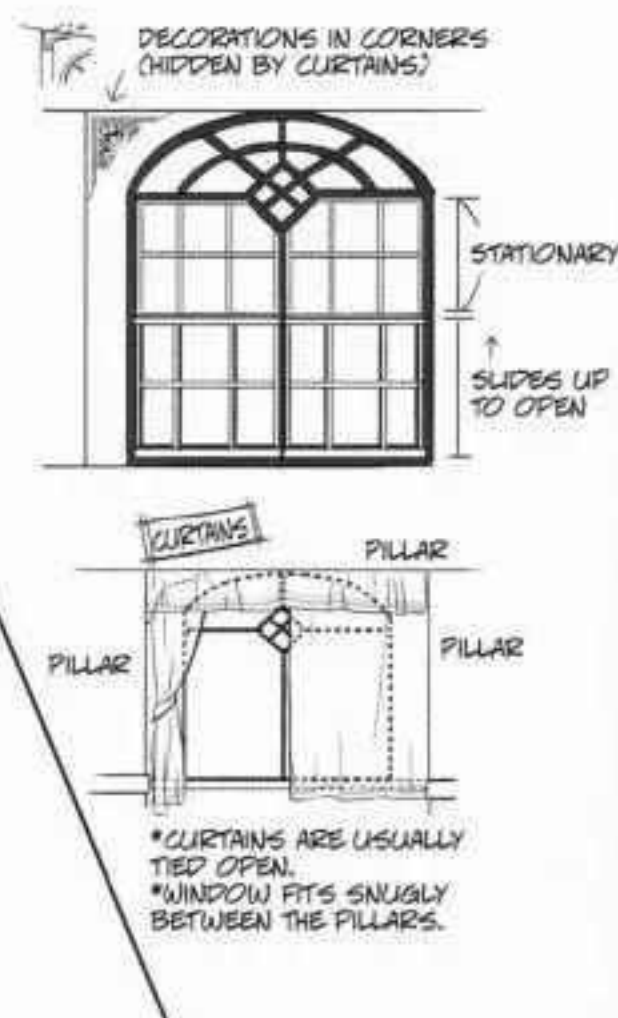
*THE BACK OF THE CLASSROOM LOOKS LIKE THIS. (A LOCKER FOR EACH STUDENT, POSTINGS, AND A PLACE TO KEEP CLEANING SUPPLIES.)
*NORMAL DAY TO DAY PROPS CAN BE PLACED ON TOP OF OR INSIDE THE LOCKERS.

THIS PILLAR HAS DECORATIVE PARTS STICKING OUT.



EMBOSSED

BOOKSHELF
- GLASS DOOR
- LOTS OF BOOKS

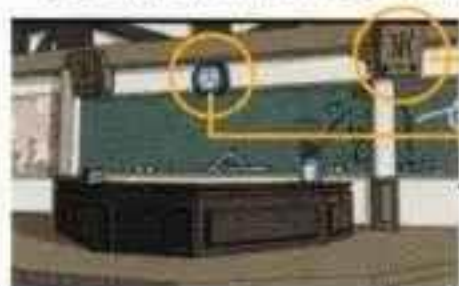


CLASSROOM NOTES

The designers prepared detailed notes about every aspect of the classroom, even the bits we don't actually see in the game. The biggest difference between these images and the final game is the lockers. In these early drafts, the lockers were not where they kept their combat equipment.

OVERALL IMAGE

TRY TO CONVEY A "LIVED-IN" FEELING, BY PLACING SCHOOL BAGS AND OPEN TEXT BOOKS IN RANDOM PLACES.



THERE ARE SPEAKERS ON EITHER SIDE OF THE BLACKBOARD. DETAILS ON THE DESIGN ARE PROVIDED SEPARATELY. PLEASE KEEP THE FACE OF THE CLOCK VAGUE, AS WE WILL BE USING THE SCENE FOR MULTIPLE TIMES OF DAY.

MAP OF EUROPA



SHOCK TROOPER SCOUT ENGINEER LANCER ARMORED TECH

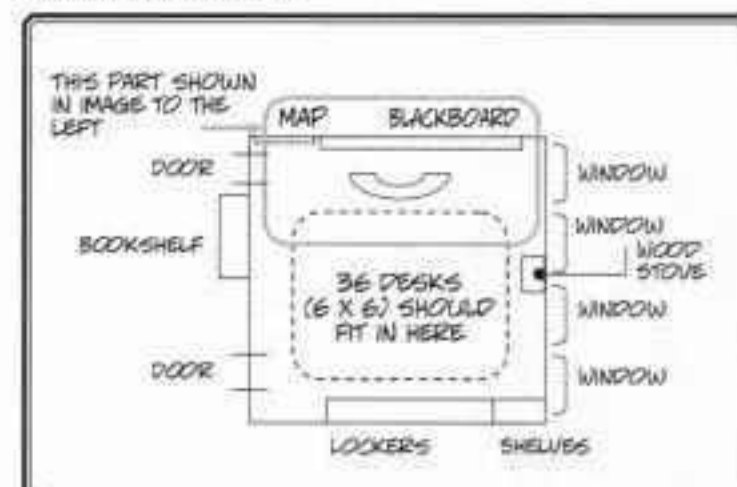
SEE SEPARATE NOTES FOR DETAILS ON WINDOW FRAME, STOVE, AND BOOKSHELF.



❖ PODIUM SETUP

The podium is set up on an elevated platform, centered on the arc of the desks. It's a fairly large podium shaped like a semicircle. There are some tactical magnets on the blackboard, which are no doubt used to explain course material in a visual way.

■ VIEW FROM TOP



❖ CLASSROOM DOOR

Luxurious double doors lead into the classroom. There is a window set into the top of the door, and its design is similar to the other windows in the classroom. Since it is an old building, the architect was attempting to make the best use of natural sunlight.

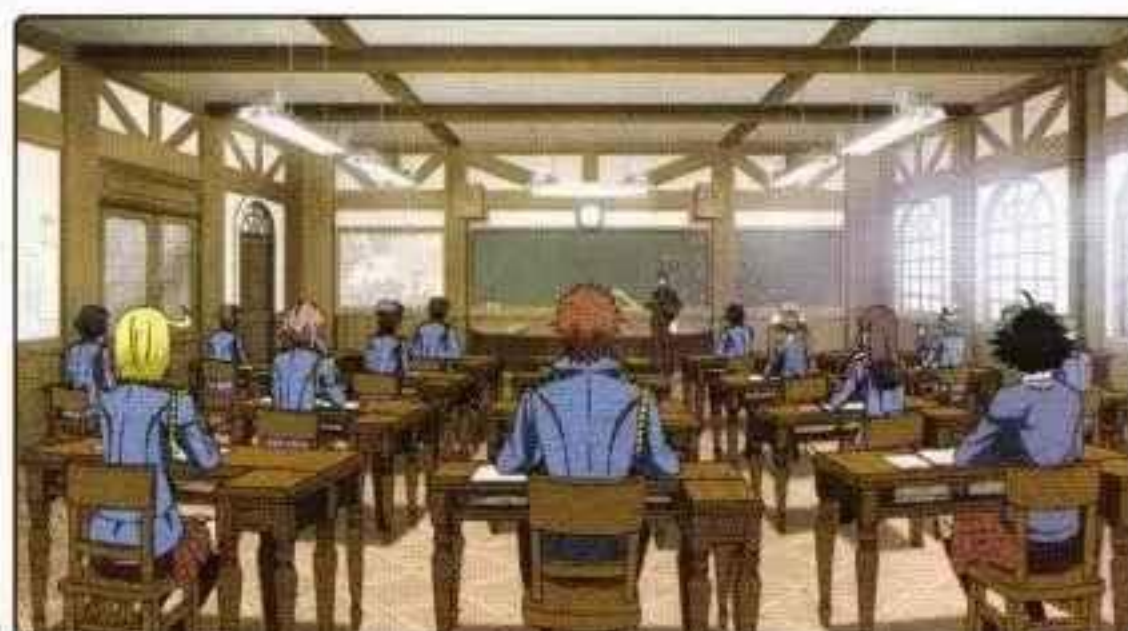


❖ CLASS G SEATING CHART



❖ LOCKER INTERIOR

The lockers at the back of the classroom are where the students store their equipment. This equipment is used for emergency missions only, and the equipment used for regular missions is kept elsewhere. Students are trained well in emergency procedures, so they can be ready to move out quite quickly despite the lockers' limited space.





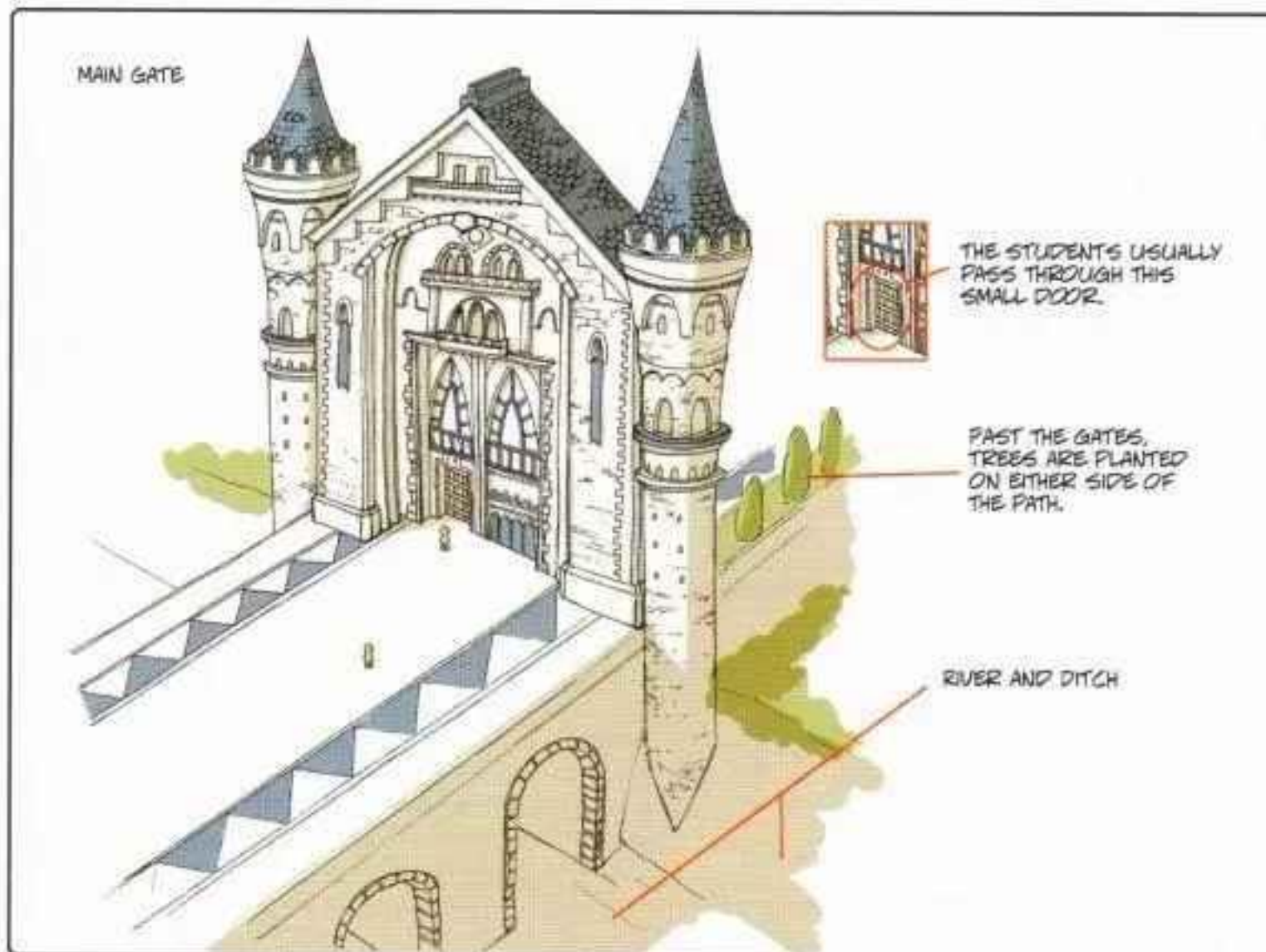
MAIN GATE

THE ONLY WAY IN AND OUT OF THE ACADEMY

Lanseal is a boarding school, so all of its students live in the campus dormitory, and very few visitors are allowed on campus. The only land-based route into the academy is over a long bridge that extends from the main gate. This was a defensive measure, as the academy was once a castle city.



◆ MAIN GATE IMAGE BOARD



◆ MAIN GATE



SCHOOL BUILDING THE HEART OF THE FORTRESS

Located at the center of Lanseal's campus, the school building houses the classrooms, headmaster's office, bell tower, and other important areas. The bell tower has been around for a very long time, and it is thought that this was once a religious

or political building. Aside from being the home of the former castle owner, this building served as the city's symbol. The academy was built up around this building, eventually reaching the layout we see in the final game.

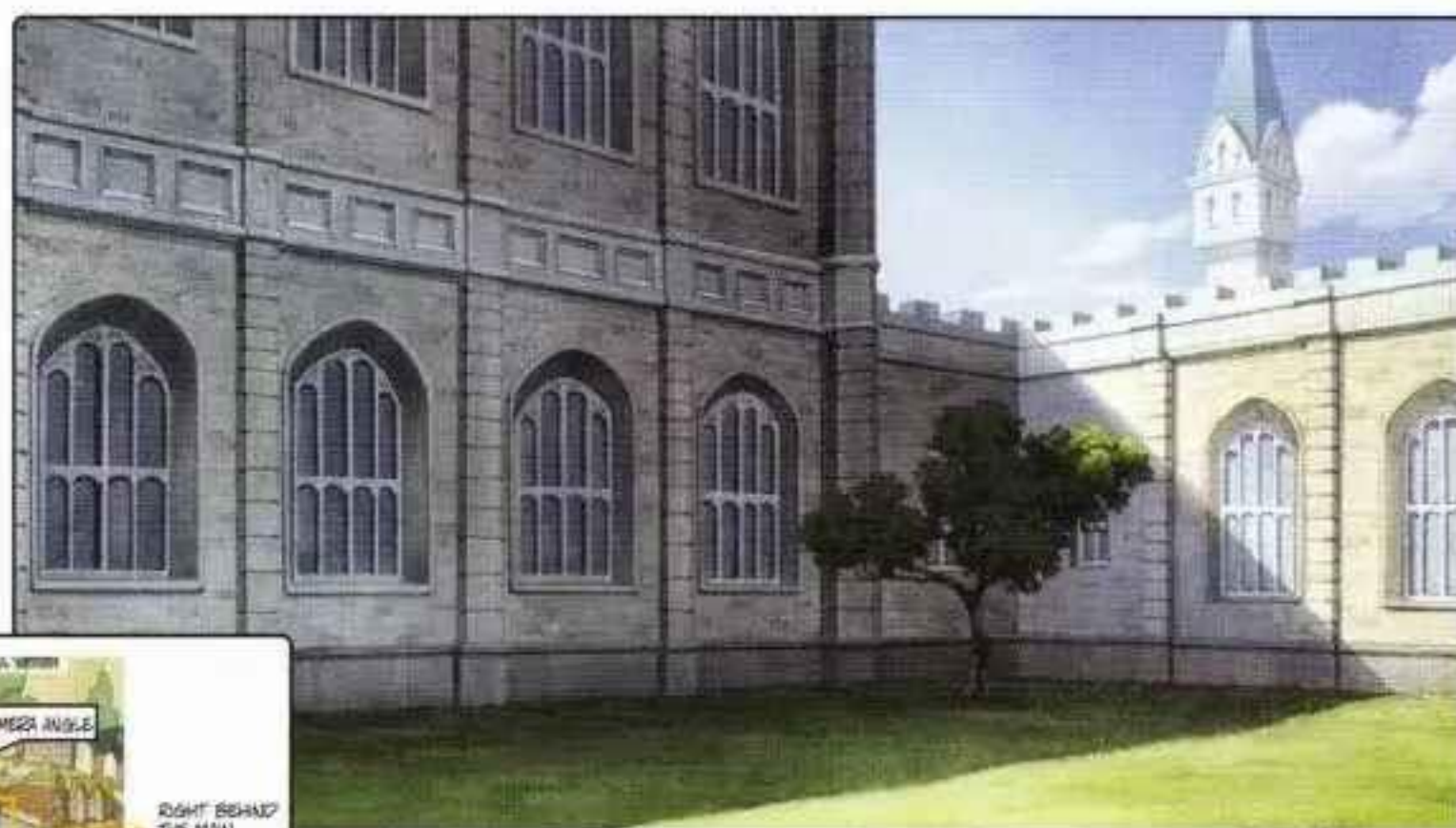
◆ SCHOOL BUILDING AS SEEN FROM THE PLAZA



BACK AREA

STEALING AWAY FROM WATCHFUL EYES

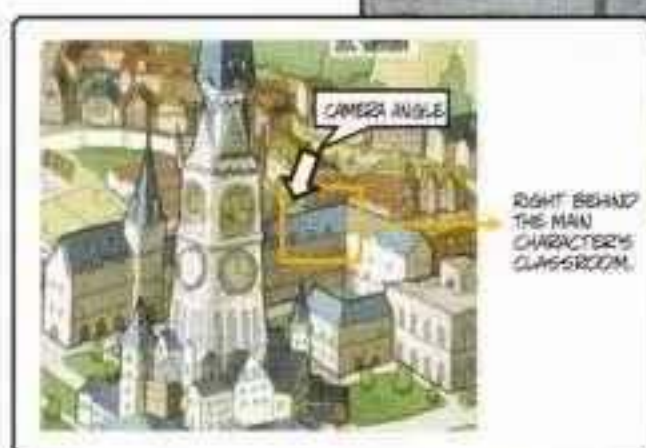
Set between the school building and the houses of the former city, this spot offers some measure of privacy. There is a lawn here, but the tall school building prevents it from getting as much sun as it should.



❖ CLASS G'S PLACE OF SOLACE?

Many events happen here in the game, and most of them involve the more unusual or troubled students, as they are the ones who would most likely want to get away from prying eyes.

■ VIEW FROM TOP



❖ HALLWAY



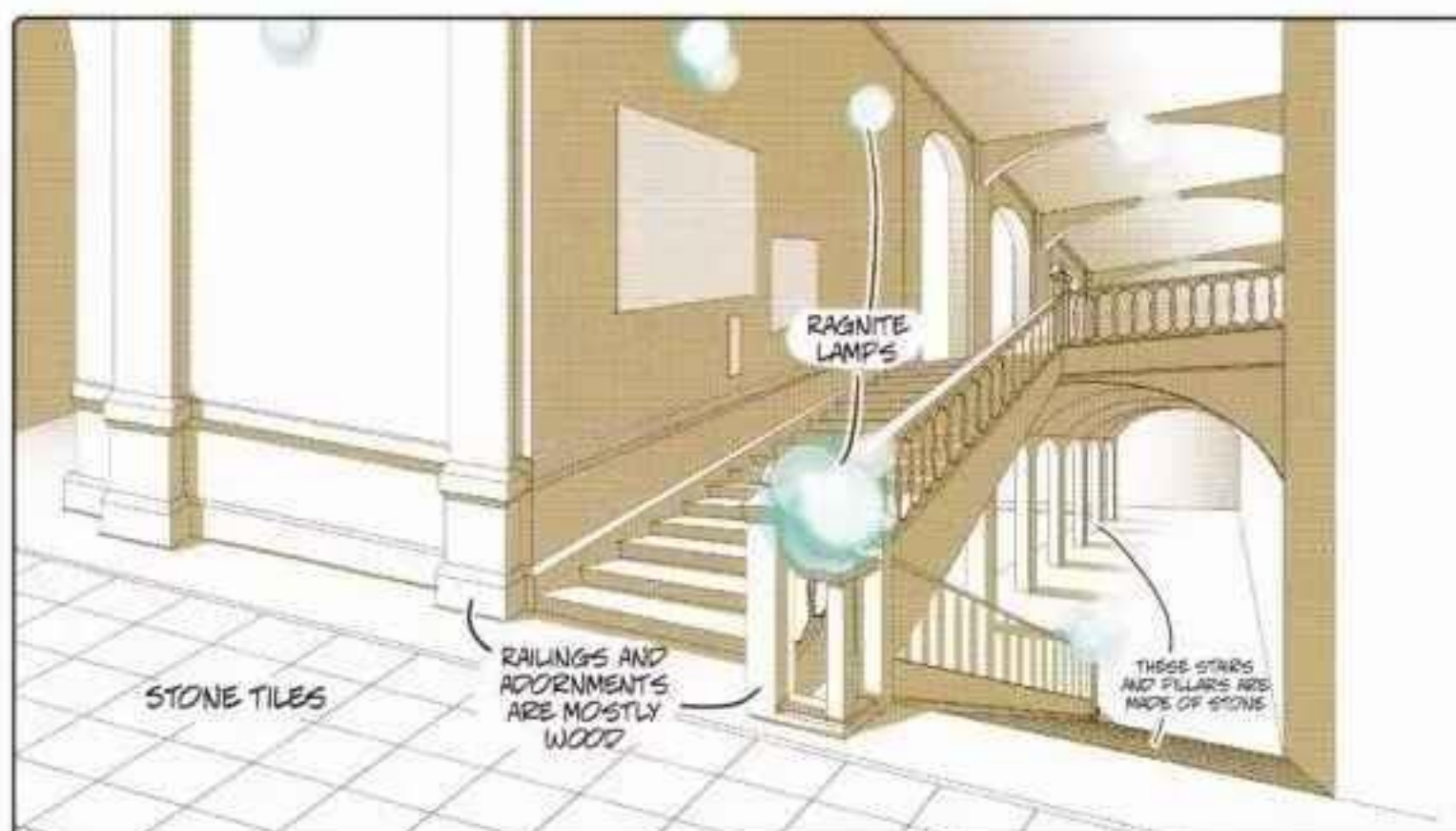
HALLWAY OPEN HALLWAY

This hallway leads from the school gate to the school gate. Since the dormitory is located next to the school gate, the students pass through this hallway every day on the way to class. The image on the left shows just how high up the ceiling is. The view of the school building from this angle shows that the external walls of the school building share similar arches to this hallway, offering a truly open feeling.



❖ HALLWAY AND STAIRS

This area connects to the hallway. Avan runs through an area similar to this one in one of the cutscenes, but when Class G's classroom location is taken into consideration, it is unlikely that it was this very spot he ran through.





ROOF VIEW OF THE CLOCK TOWER

From tanks to uniforms, everyone associates Gallia with the color blue. From the rooftop of the school building, one can see one blue rooftop after another, all the way across. The

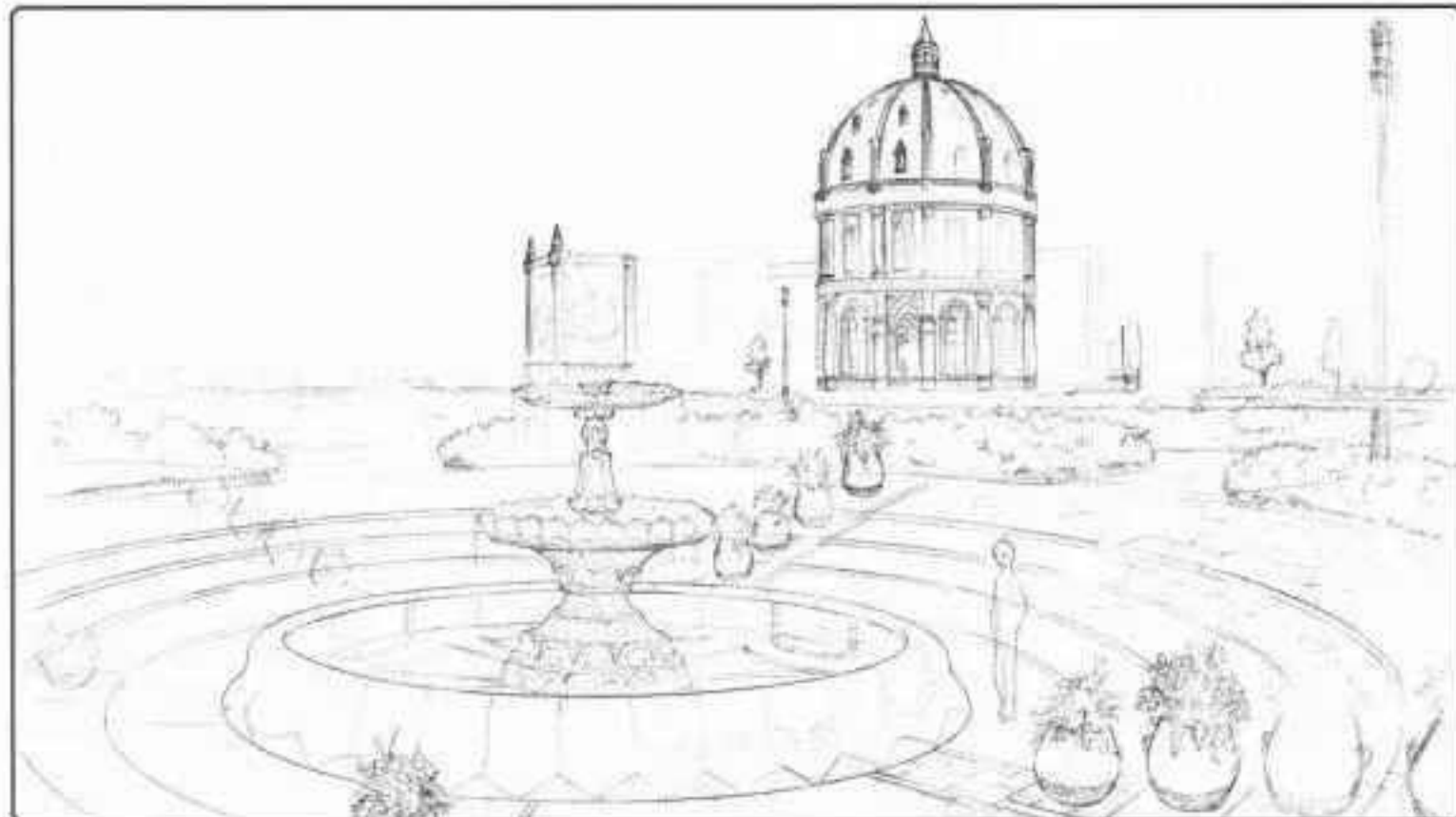
image to the right is thought to be just above the studio, and the wall has a distinctly medieval look to it, which makes sense considering when the academy was built.



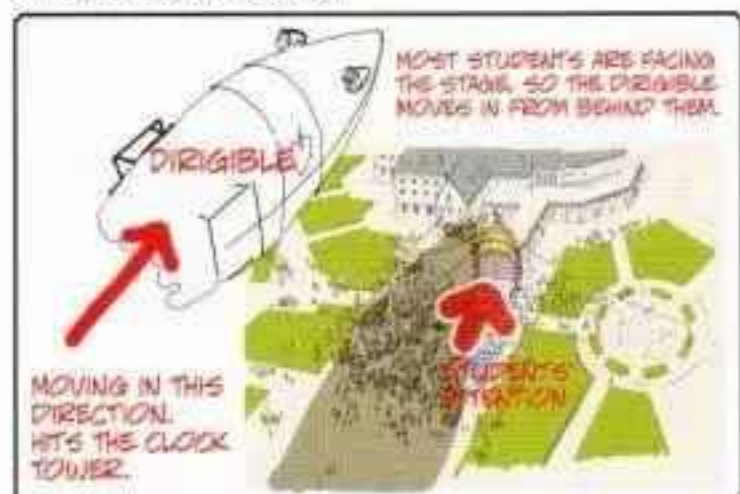
PLAZA

A BEAUTIFUL PLACE TO REST, AND THE STAGE FOR EVENTS

Complete with a fountain, the plaza is a popular place to gather among students. The plaza is also the place where events like the Feast of All Spirits and Graduation are held. Not much of the area outside of the academy is visible, since the academy is situated at a higher elevation than the surrounding countryside. This leads to a sense of freedom for students.



◆ PERKUNAS ARRIVES

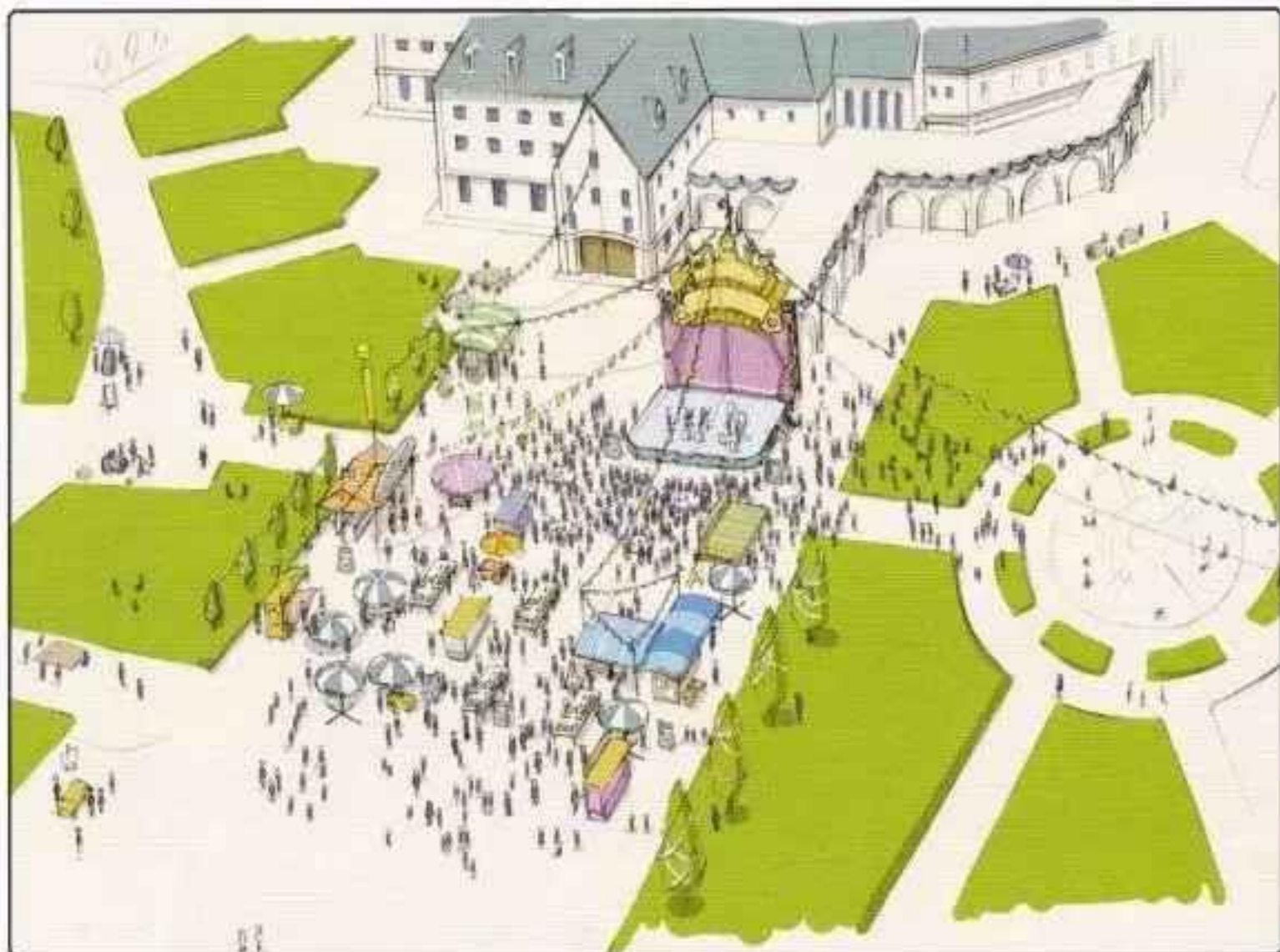


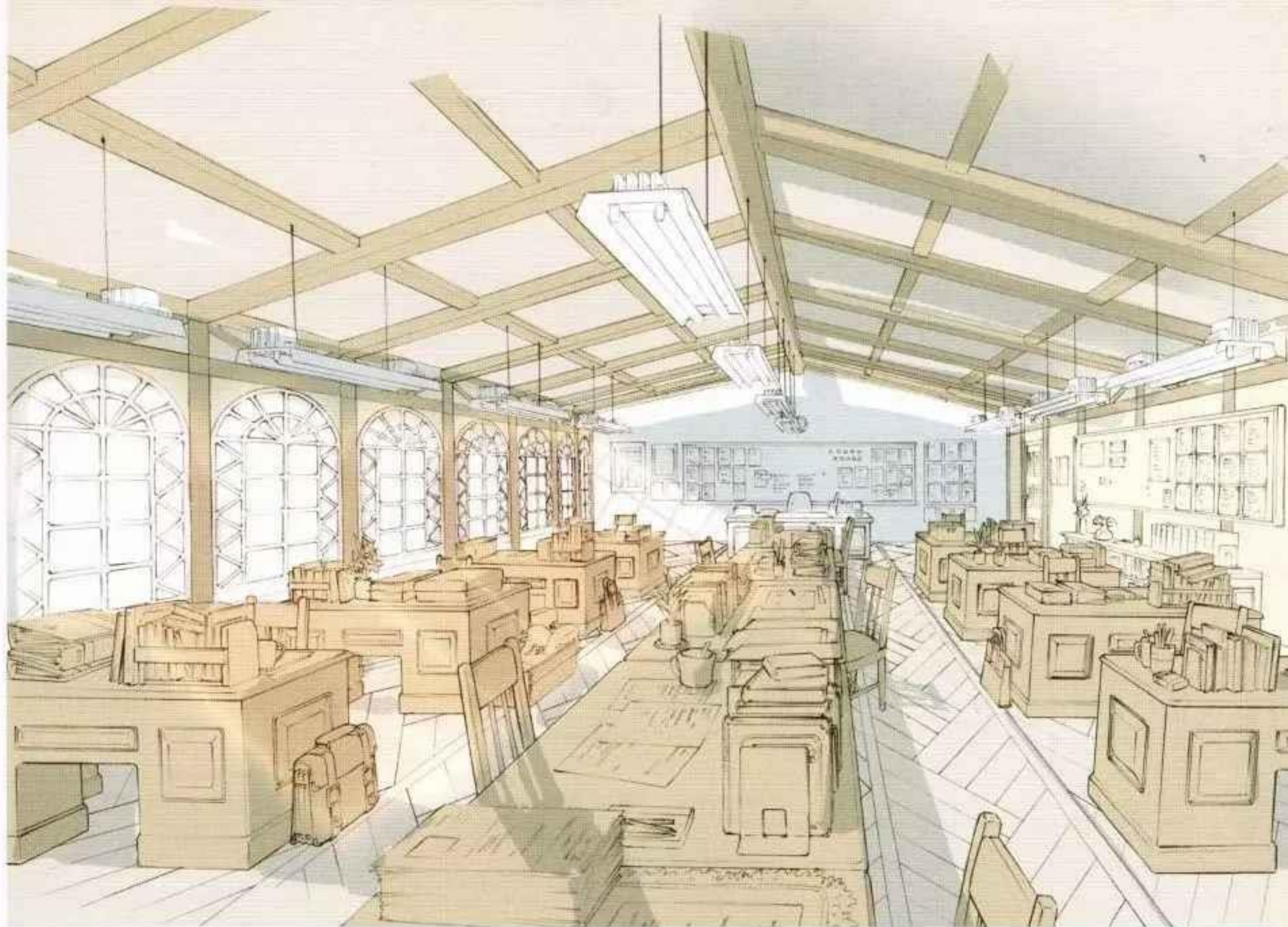
◆ SCHOOL FESTIVAL IMAGE



◆ GRADUATION CEREMONY

The students' positions are carefully marked in this image, but the arrangement was altered for the final game.

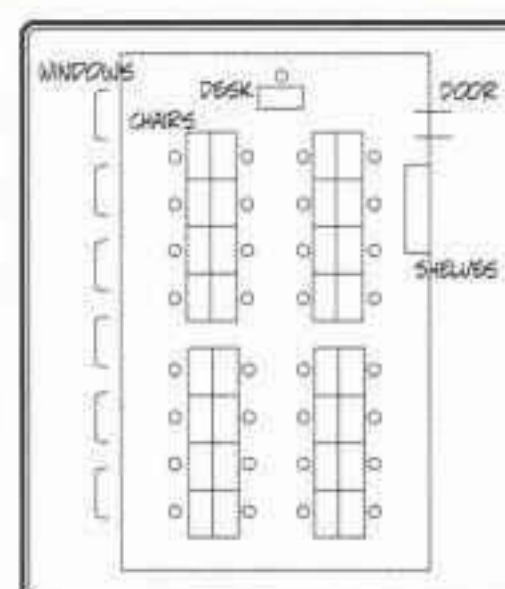




FACULTY OFFICE

WHERE TEACHERS DO ADMINISTRATIVE WORK

It seems Lanseal professors are quite neat and organized, as no clutter can be seen on any of the desks. The door is the same as the doors to the classrooms. Since this room is also used by teachers who are not involved with the military, the room has a very bright and cheery feel to it, with military themes toned down. The design drafts show more desks in the office than are seen in the game, and the removal of some desks makes the whole place feel less crowded.



■ VIEW FROM TOP

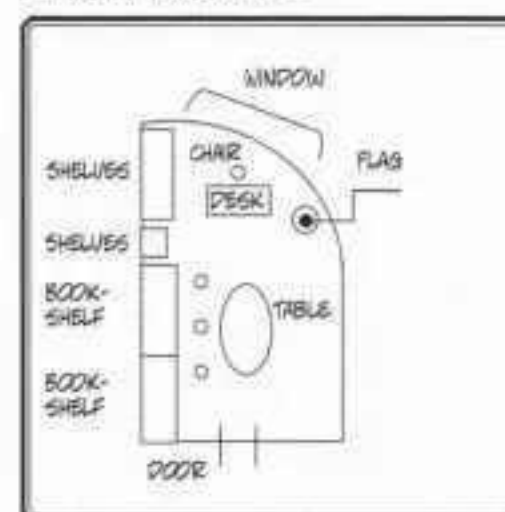
HEADMASTER'S OFFICE ROOM WITH A VIEW

Located near the base of the bell tower, this room is on the highest floor of the school building. The curved window makes the office feel like an observatory, and the headmaster has a good view of any visitors entering the school gates.

The furniture is of good quality, but not overly extravagant. As a former vice-admiral in the Gallian Army, this office suits Kluivert well. The flag next to the desk is not a Lanseal flag, but rather a Gallian flag.



■ VIEW FROM TOP



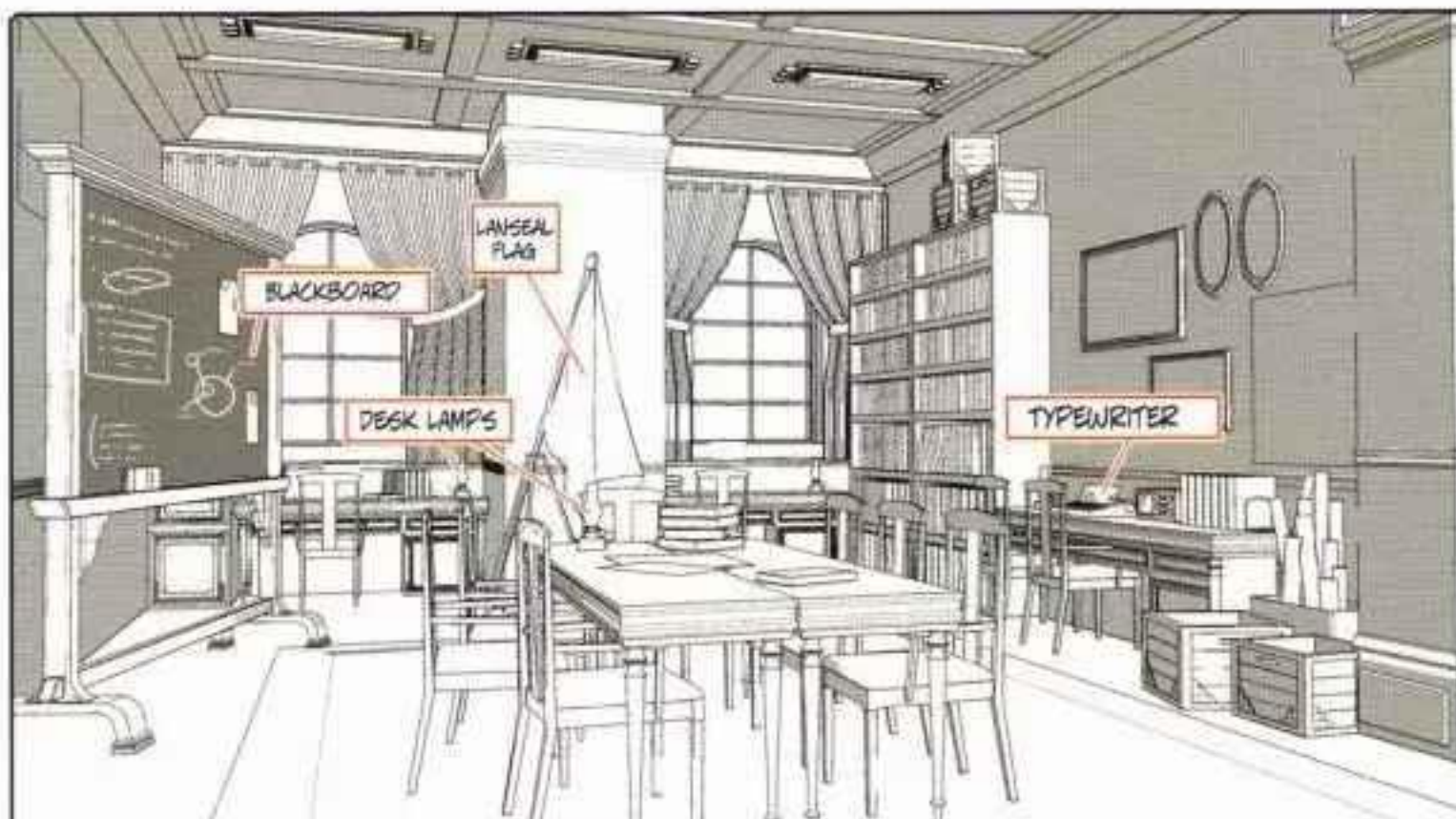
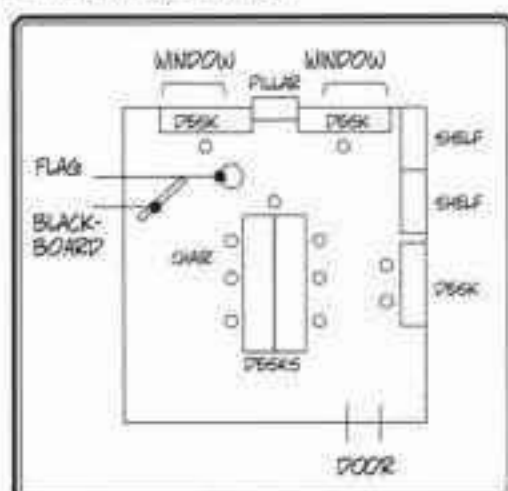


STUDENT COUNCIL ROOM

RANDY'S EVIL LAIR?

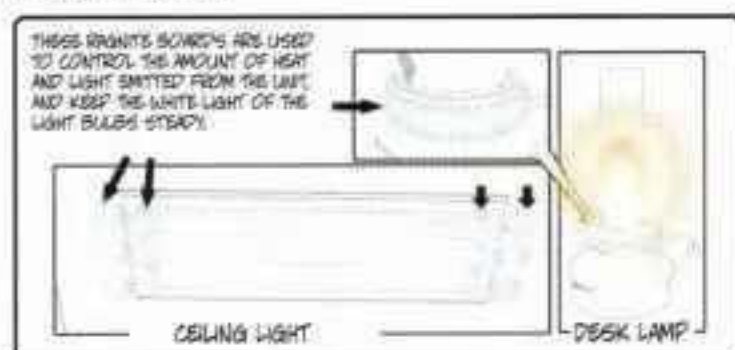
Desks and chairs are placed in the center of the room. Despite the fact that Randy is often busy with his scheming, the other student council members use this space to get their jobs done. Student council members are often responsible for reviewing and editing school documents, and there is a typewriter to one side for that purpose. The lamp on the desk suggests that this work can sometimes take all evening. There are lots of little props here that make the room feel like it is used on a daily basis.

VIEW FROM TOP



◆ STUDENT COUNCIL ROOM OBJECT DETAILS

◆ LIGHT SETUP



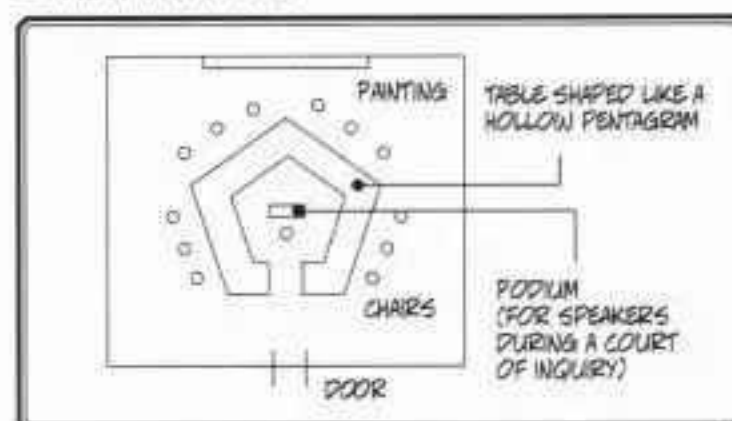
MEETING ROOM DOUBLES AS A GUEST PARLOR

This is where the headmaster meets with the faculty on a regular basis to discuss important matters. There is a lone podium at the center of the five-sided table, where someone would stand to speak during a court of inquiry. Since Lansceal

is a military academy, it is possible that this room is also used as a tactical command center. With comfortable chairs and a chandelier, a first-time visitor would no doubt feel a bit overwhelmed.



VIEW FROM TOP



◆ LIGHT SETUP

SINCE THIS PLACE IS ALSO USED AS A RECEPTION AREA TO HOST GUESTS, THE FURNITURE IS QUITE EXTRAVAGANT. IT IS ALSO QUITE INTIMIDATING FOR STUDENTS WHO ARE CALLED IN FOR A COURT OF INQUIRY. THERE ARE NO WINDOWS, SO THE MAIN SOURCE OF LIGHT IS THE CHANDELIER HANGING FROM THE CEILING.

REGARDING THE CHANDELIER

THE CHANDELIER HAS LIGHT BULBS. THERE IS BRONZE UNDER EACH BULB TO KEEP THE LIGHT STEADY.

LIGHT (PALE: SKIN TONE LIGHT)
BRONZE (BLUE LIGHT)

◆ AVAN'S COURT OF INQUIRY

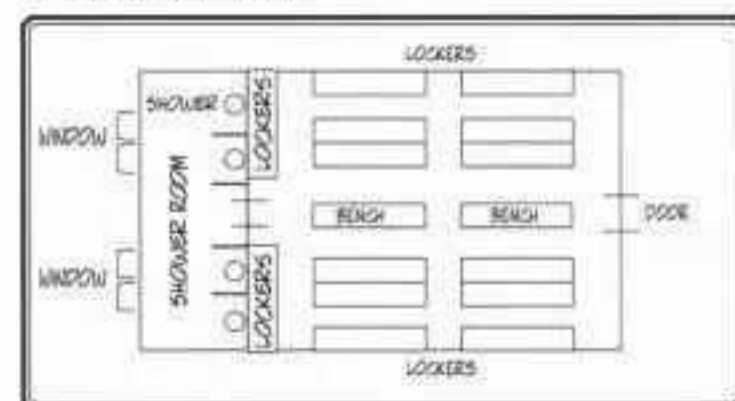
When Avan and Class G headed out to defend Yuell despite the fact that they knew it was against academy regulations, Avan was called into this room for disciplinary action. Most students would be terrified, but Avan was quite oblivious to the silent pressure.



LOCKER ROOM COMPLETE WITH SHOWERS

The students can change into and out of their various uniforms here. There are showers in the back, perfect for post-drill cleansing. The fact that Avan came in here to find Lotte's wallet suggests that both male and female students use the same space, but at different times.

■ VIEW FROM TOP

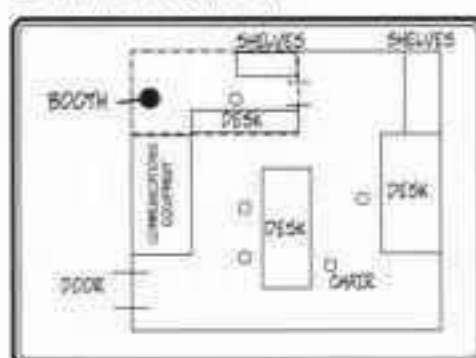


STUDIO

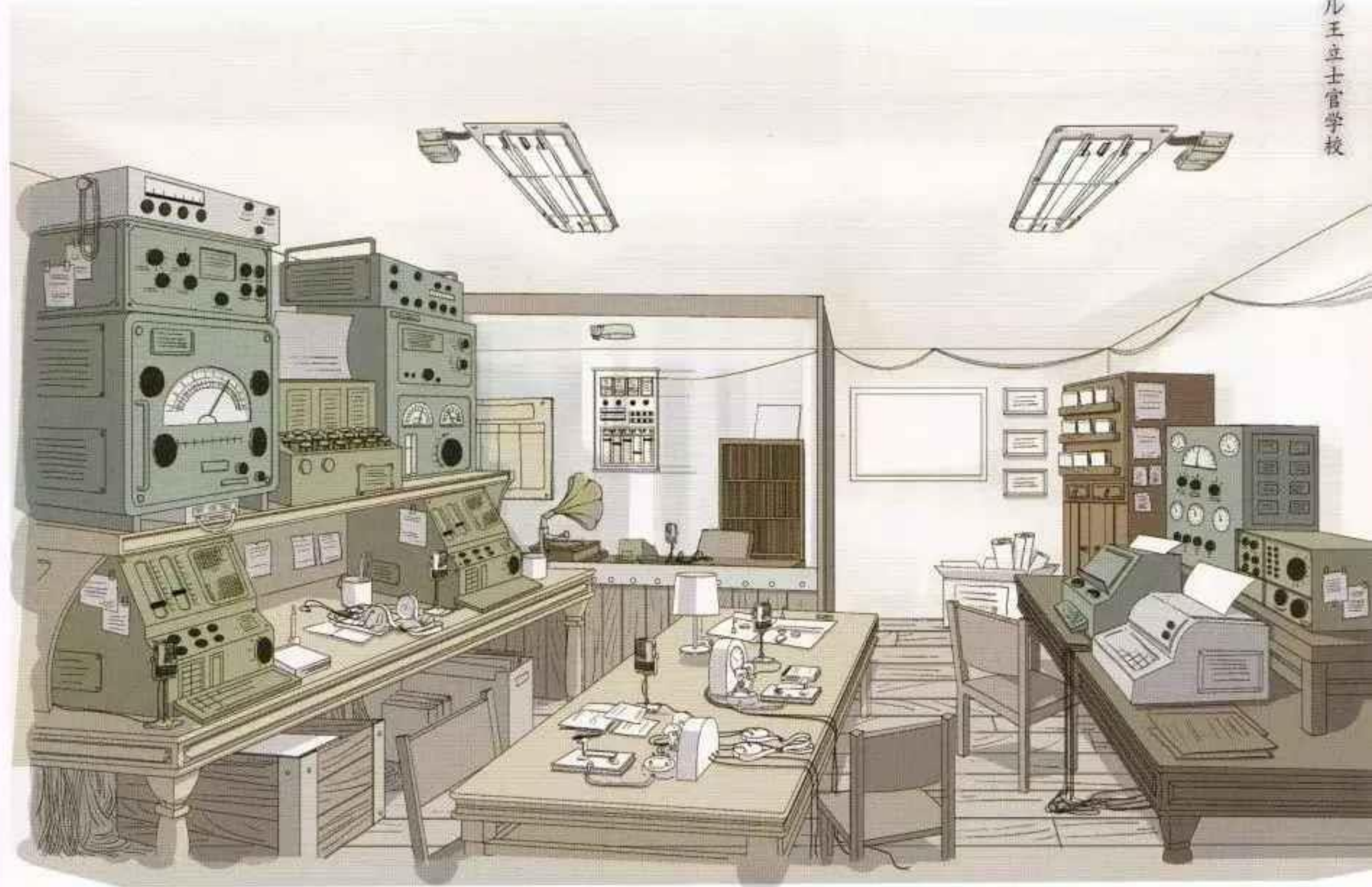
CAPABLE OF COMMUNICATING WITH THE OUTSIDE WORLD

The studio is fully loaded with communication equipment that not only allows one to make announcements to the school, but also to make contact with someone outside of the school. It is not surprising to find such a large communications setup in a military academy. The large machines to the left allow for external communications, while the small area at the back with the gramophone is used for school announcements.

■ VIEW FROM TOP



❖ DOOR TO ANNOUNCEMENT BOOTH

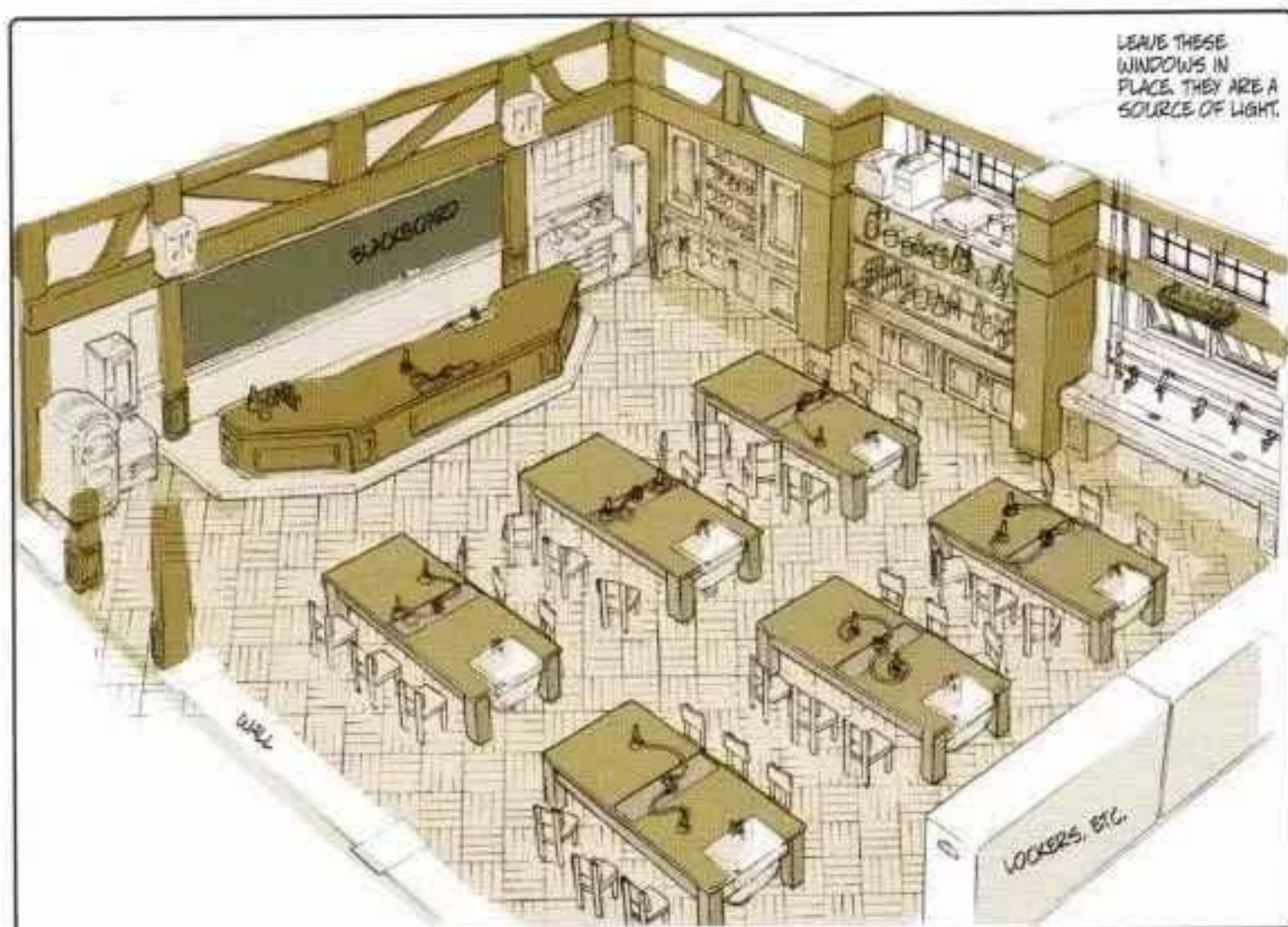
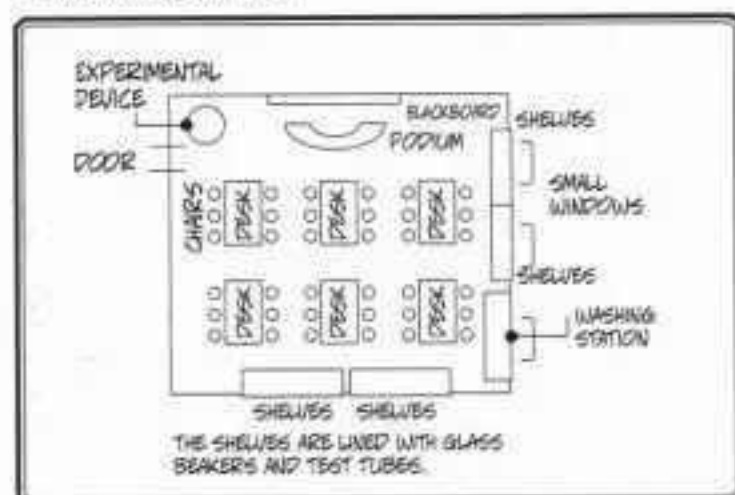


SCIENCE LAB

EXPERIMENTING WITH RAGNITE

Scientific breakthroughs lead to military advancements. The discovery of gunpowder led to firearms, while the discovery of ragnoline made internal combustion engines possible. In the world of "VC", scientific advancements usually have something to do with ragnite, but this lab is equipped for all kinds of experiments with various materials.

■ VIEW FROM TOP



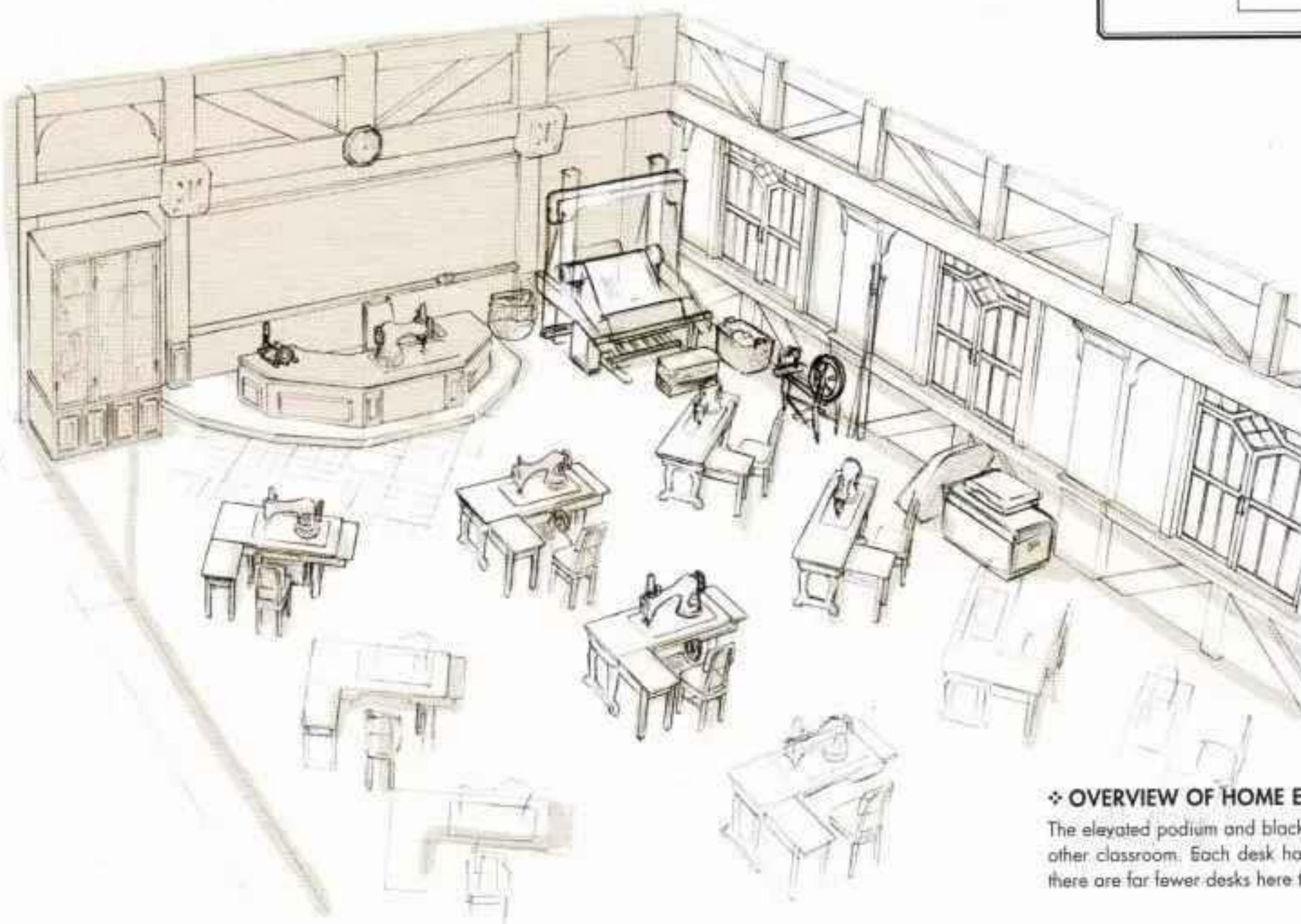
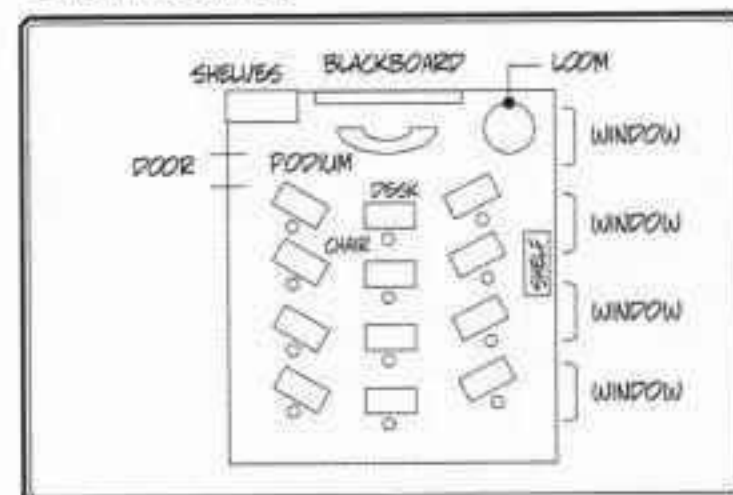
HOME EC ROOM

A WORK ROOM DESIGNED FOR SEWING AND MORE

The phrase "Home Ec" usually conjures up images of a classroom full of cooking supplies and sinks, but this classroom specializes in sewing. Each desk has a sewing machine on it, but judging from the number of desks, this class is most likely optional. There is a large loom in the back, so it might be possible to create Darcen cloth here with the right skills and knowledge.



■ VIEW FROM TOP



❖ OVERVIEW OF HOME EC ROOM

The elevated podium and blackboard are the same as in every other classroom. Each desk has its own sewing machine, and there are far fewer desks here than in other classrooms.

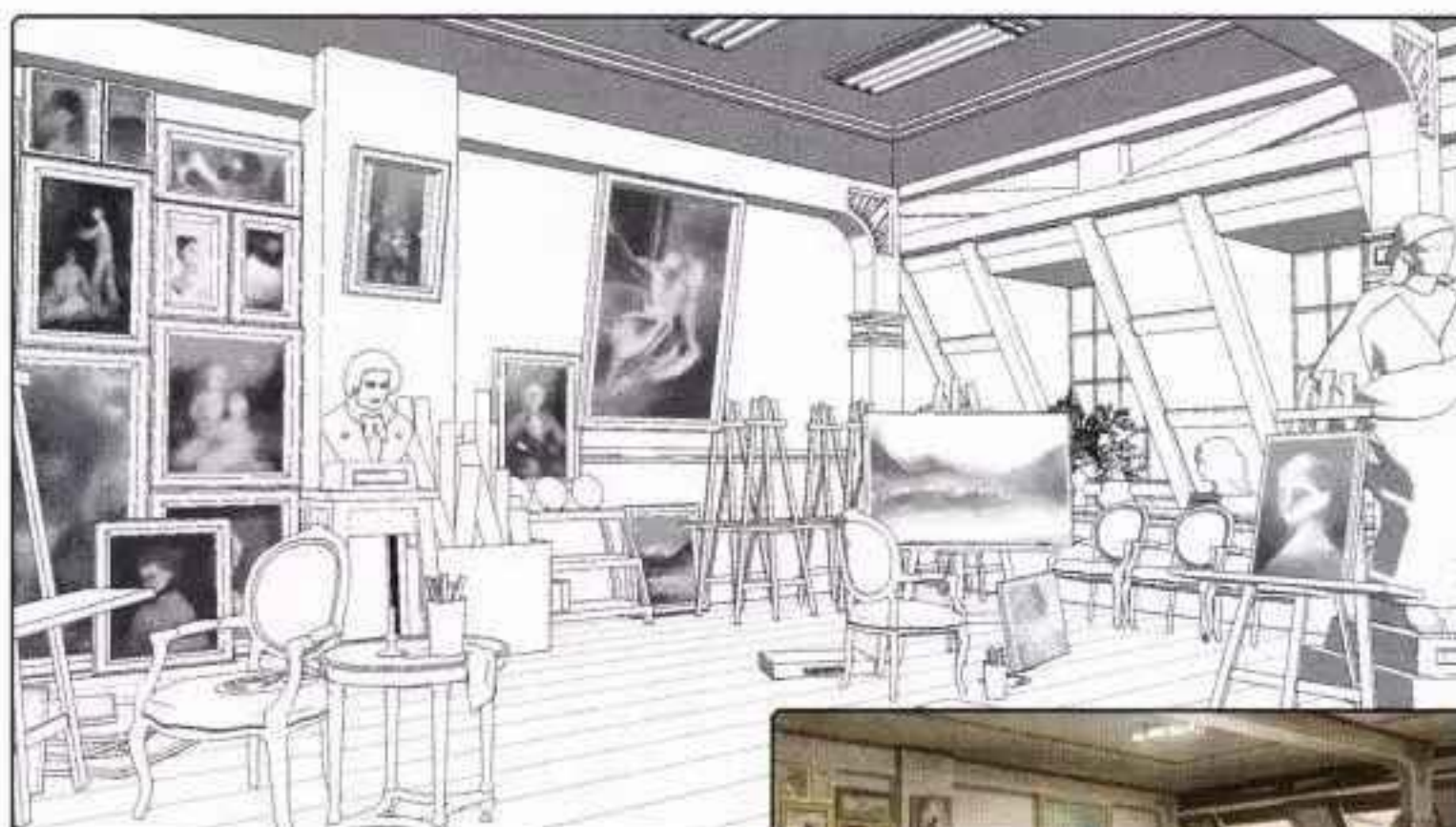
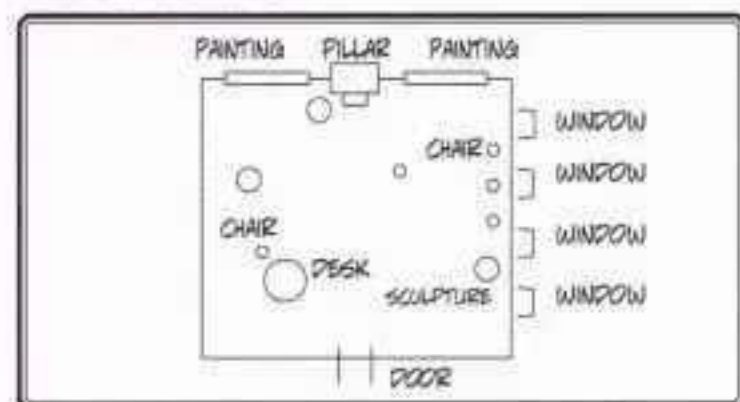


ART ROOM

A BRIGHT ATELIER

The slanted walls and bay windows make this room feel like it is a hidden atelier built into someone's attic. The windows let in plenty of sunlight to brighten every corner of the room. The walls are adorned with what are thought to be student creations.

VIEW FROM TOP



MUSIC ROOM DOMED CLASSROOM

The dome ceiling and open space of the music room make it the perfect place to play or listen to music. The extra tall windows not only help let more light in, but are also quite pleasing to the eye. With Lansceal being a military school, it

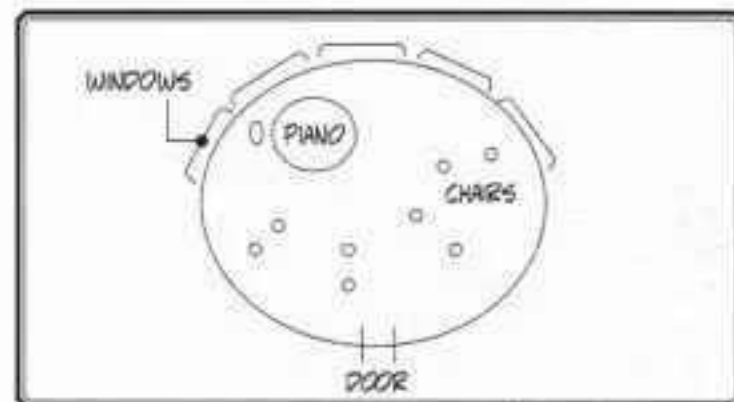
is easy to assume that military anthems would be taught here. But since the Fireworks is the only instrument that is actually used in combat, it is much more likely that this is a place for genuine enjoyment and learning of the musical arts.

❖ CANDIDATE FOR SOUND MODE

Quite a few classmate events take place in the music room. During the early stages of development, there was an idea to have the music room act as a background for Sound Mode (a bonus mode where the player can listen to the game's soundtrack).



VIEW FROM TOP

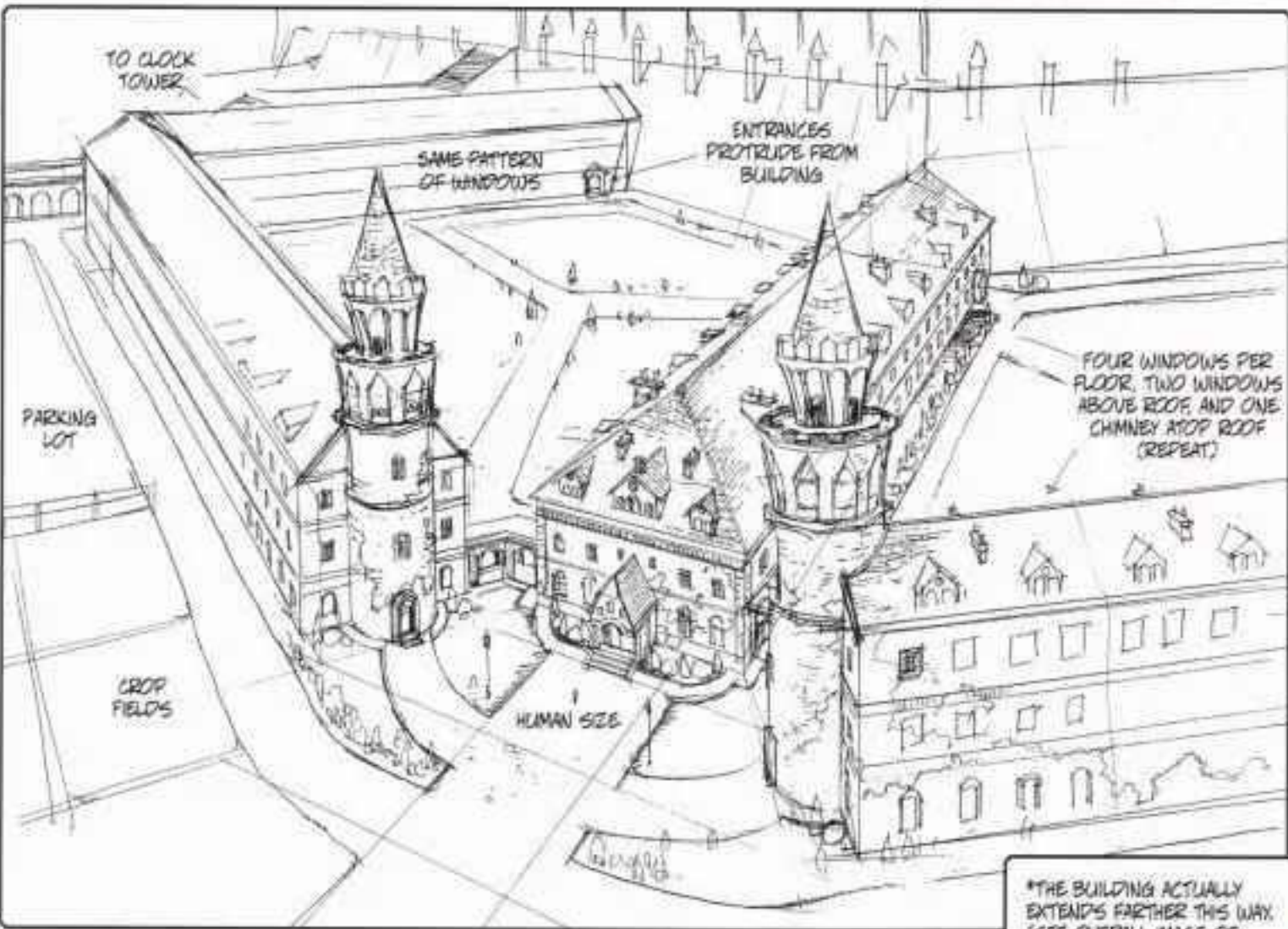
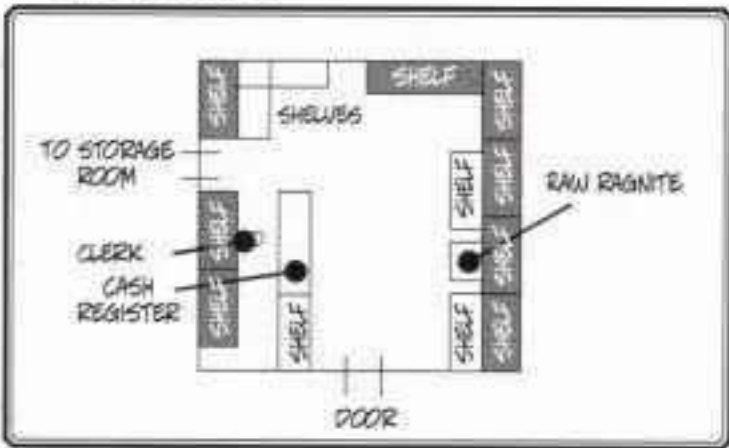


STORE

A MYSTERIOUS SHOP THAT SELLS EVERYTHING

The campus store not only sells items necessary for class, but also newspapers and other miscellaneous items that students might be interested in. If you can't find something in the store, you can ask Glenn to order it for you. Glenn is quite mysterious in his own right, but the students like and trust him. When Alicia stops by Lansceal with her mobile bakery, she borrows a section of the store from which to sell her bread.

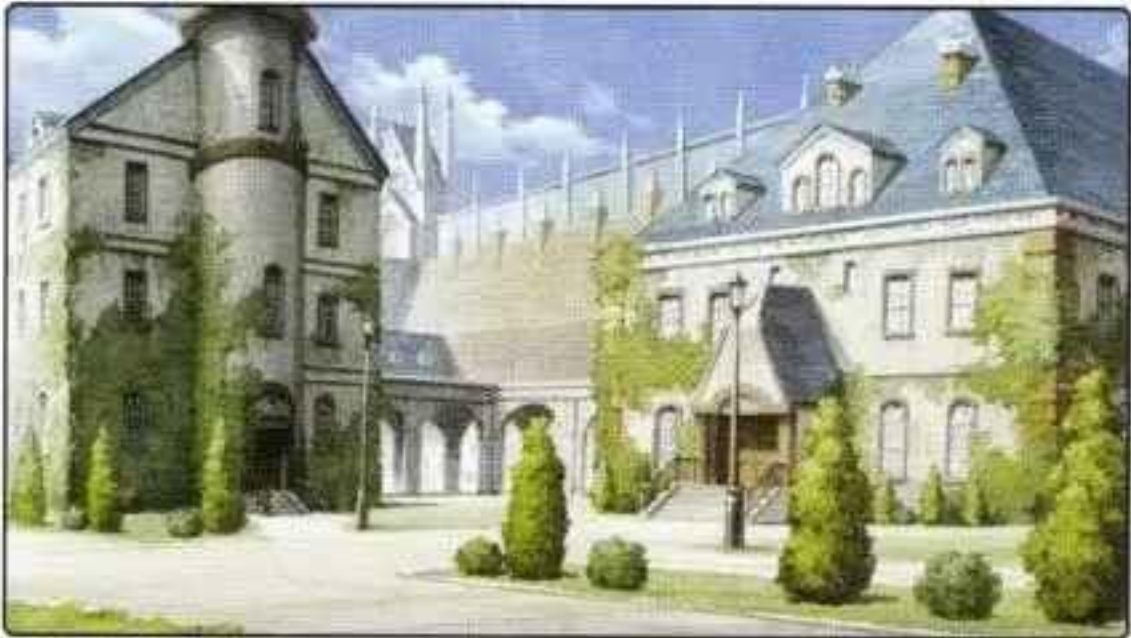
VIEW FROM TOP



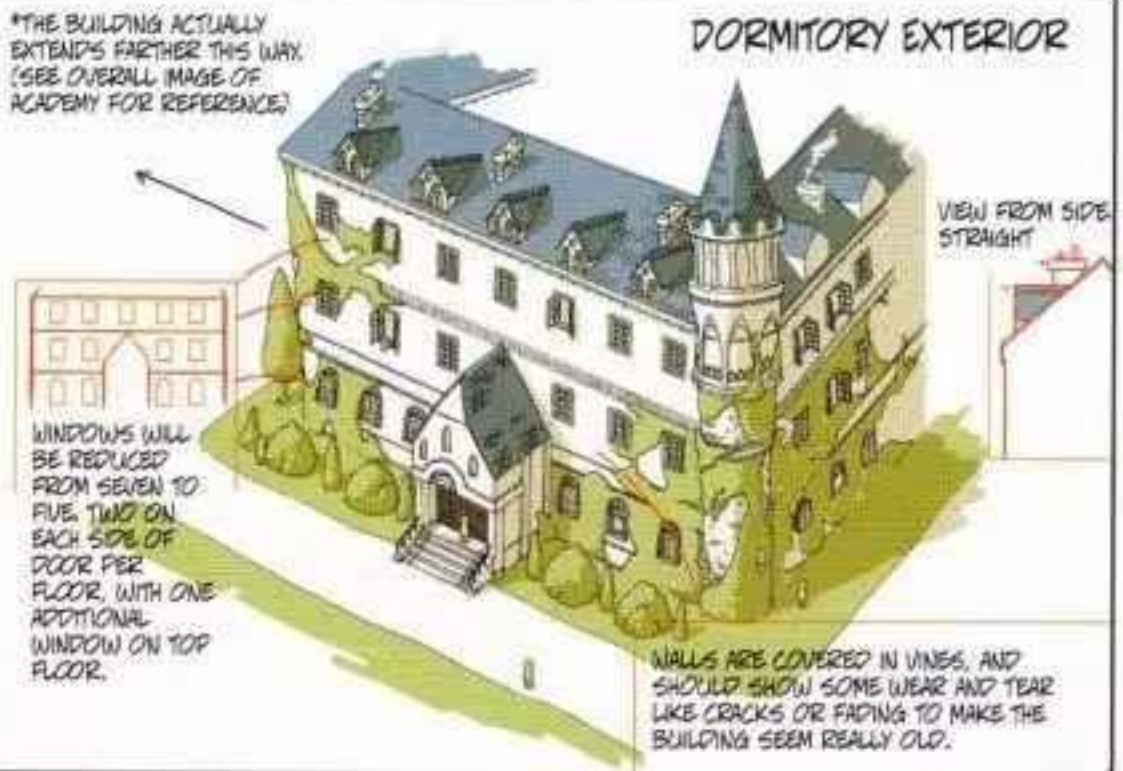
DORMITORY

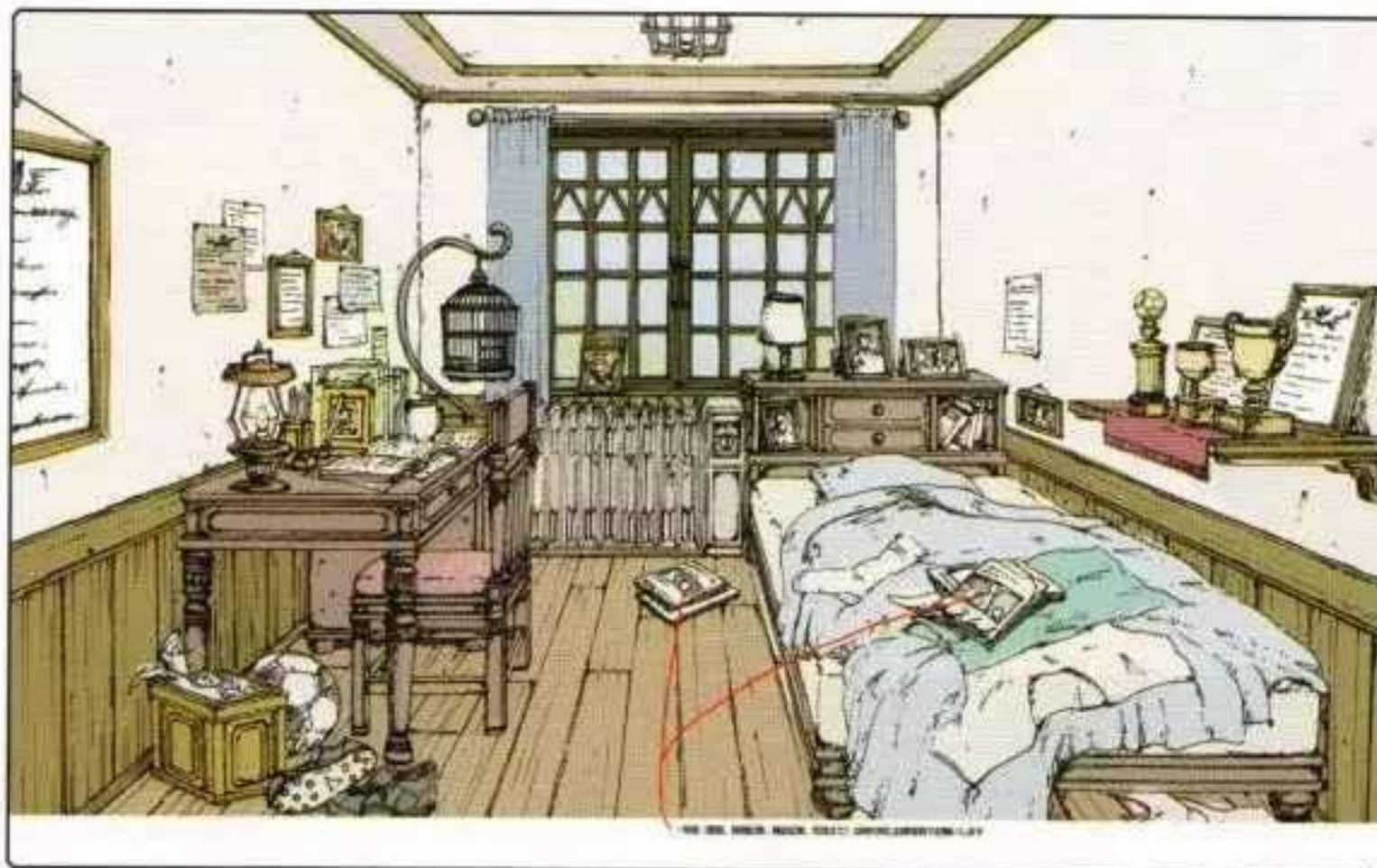
COMPLETE WITH MESS HALL

With training going on at all hours of the day, Lansceal is strictly a boarding school for national security reasons. There is a mess hall in the dormitory building, and the food served there takes the students' nutritional balance into consideration. The dorm for male students is located next to the school gate, while the dorm for female students is closer to the old castle. The mess hall is technically located in the male dormitory, but female students also eat there.



*THE BUILDING ACTUALLY EXTENDS FARTHER THIS WAY. (SEE OVERALL IMAGE OF ACADEMY FOR REFERENCE)





AVAN'S ROOM

LOTS OF SOCCER EQUIPMENT

Avan's room, as might be expected, is quite messy. He has soccer equipment scattered here and there, as well as a few trophies to show he is an accomplished soccer player. After Jarde joined him at the academy, Avan set up a bird cage in his room.

■ VIEW FROM TOP



◆ A PLACE TO RELAX

Avan's room is where the player can view the yearbook, where in-game events are recorded. Even the minor events are recorded there, so the player can enjoy looking back on their life at Lansceal.



◆ NIGHT - NO BIRD CAGE INSTALLED



◆ DAY - BIRD CAGE INSTALLED

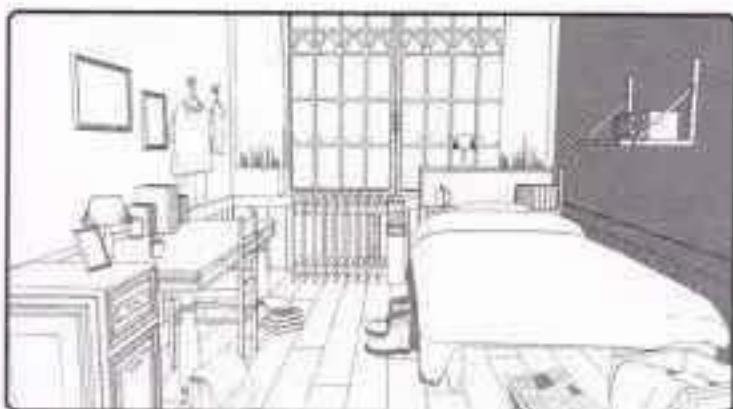
ZERI'S ROOM A SERIOUS ROOM FOR A SERIOUS ZERI

The basic layout of Zeri's room is the same as Avan's, but that's pretty much where the similarities end. Zeri's bed is perfectly made, without a single wrinkle in the sheets. There is an alarm clock near the pillow, and a radio on the shelf next to the bed. Early designs had newspapers piled up on

the floor, to suggest that Zeri spent a lot of time gathering information and learning about worldly things. That character trait didn't change, but the piles of newspapers were removed to give the room a tidier look.



■ VIEW FROM TOP



COSETTE'S ROOM UNIQUE INTERIOR DESIGN

Cosette's room may seem more spacious than Avan's room due to the angle of the camera, but the total area of the room and most of the furnishings are the same as Avan's. The curtain, sheets, cushion, and bag are Cosette's personal

items, and her colorblindness is the reason why everything is so... interesting. Despite the simple academic room setup, Cosette has made it feel warm and welcoming by adding a vase with flowers.



VIEW FROM TOP



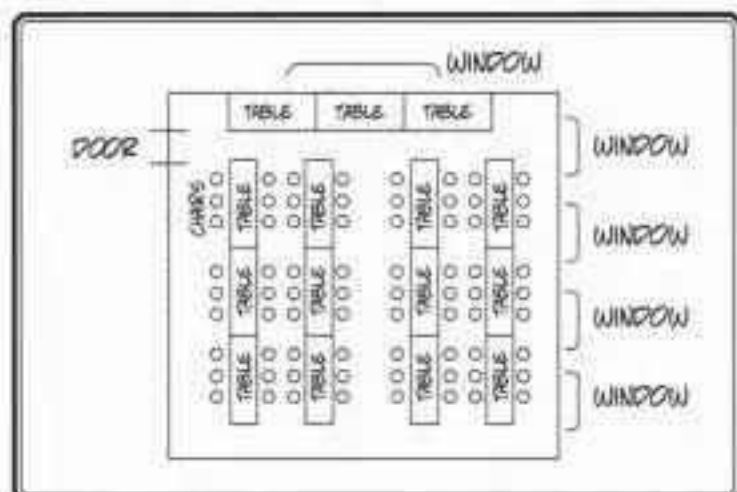
MESS HALL

THE GIANT MESS HALL RESPONSIBLE FOR FEEDING EVERY STUDENT

Avan is just one of approximately 300 other students attending Lanseal, and two classes are let into the mess hall at a time, with other classes rotating through according to a schedule. Despite the fact that the students don't all come at once, the mess hall staff still needs to prepare 300 meals, three times a day. With lots of growing boys and girls to feed and the large amount of exercise they all get through daily drills to take into consideration, the mess hall staff are very careful to ensure the students are getting a nutritionally balanced meal. The mess hall is set up in a buffet style, which may seem counterproductive in this case, but an emergency mission could come up at any time, and this serving format helps to ensure that the students have a good chance of being fed. The mess hall staff are also quite receptive to the students' culinary interests, and will allow them to use the kitchen.



VIEW FROM TOP

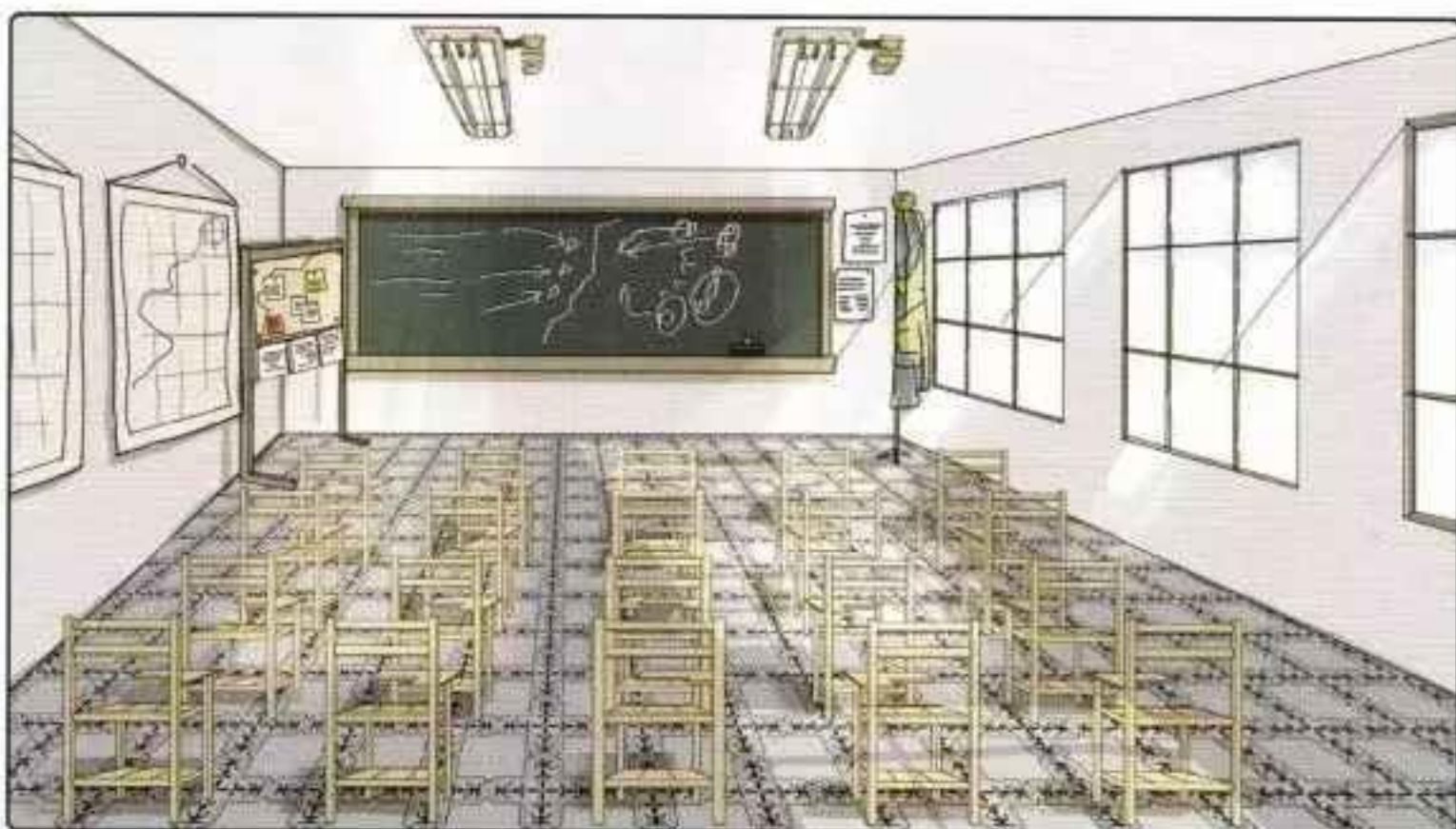
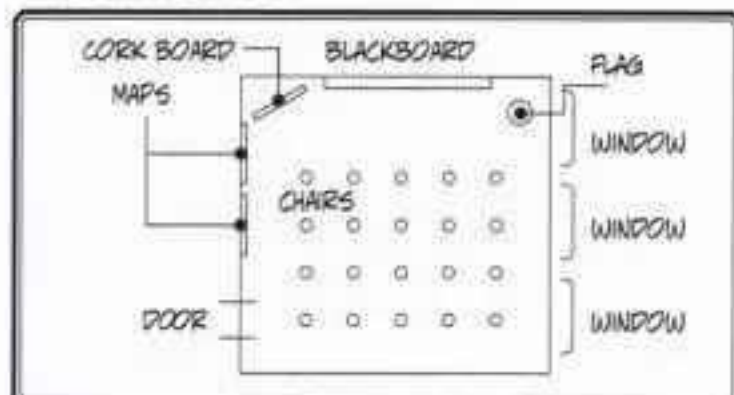


BRIEFING ROOM

A ROOM IN THE COMMAND TOWER THAT OVERLOOKS THE DRILL GROUNDS

This is where the students come to be briefed before leaving on a mission. It is located quite close to the drill grounds. There is no need for desks in this room because it is a place where information is conveyed and nothing more. The most notable difference between the briefing room and a normal classroom is that the floor is carpeted here, whereas classrooms have wood tile flooring.

VIEW FROM TOP

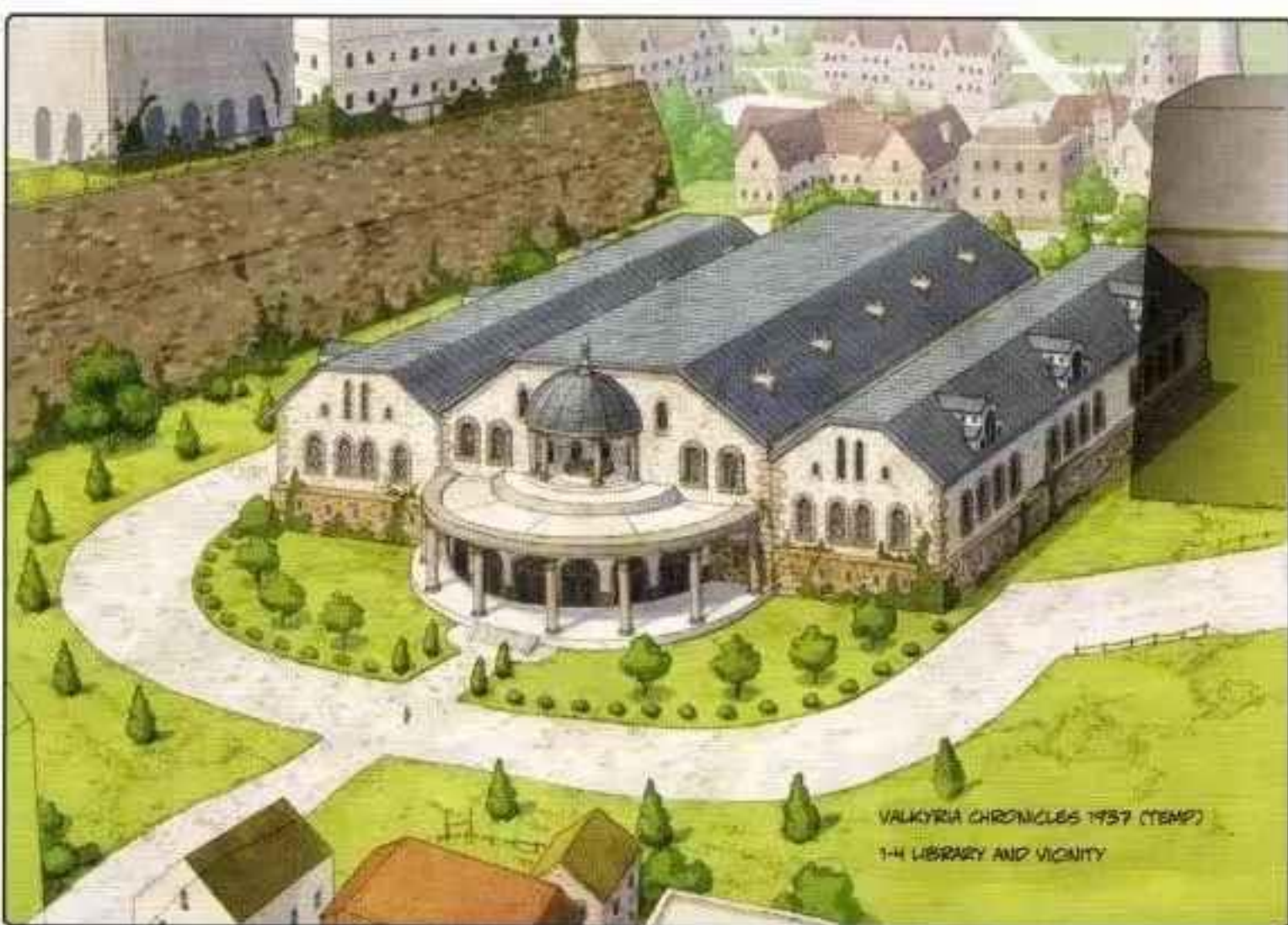
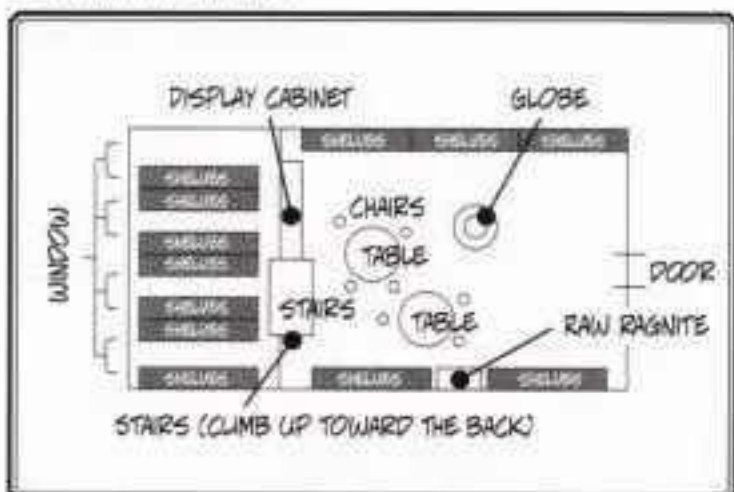


LIBRARY

A GATHERING PLACE FOR DILIGENT STUDENTS

The library is full of books, and also has samples of interesting things like raw ragnite on display from time to time. The library is popular among students who enjoy reading, but is also a quiet place for students to catch up on schoolwork.

VIEW FROM TOP



THE SETTING FOR SOME EVENTS

Events involving students who enjoy reading or studying often take place here. Avan also visits the library a few times, but only because he has to in order to do extra assignments.

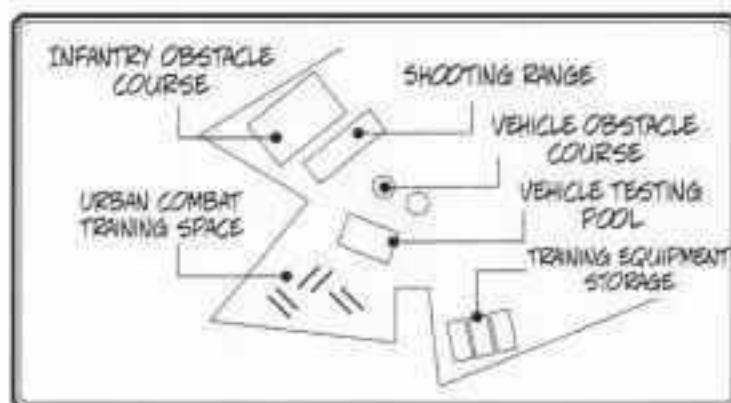




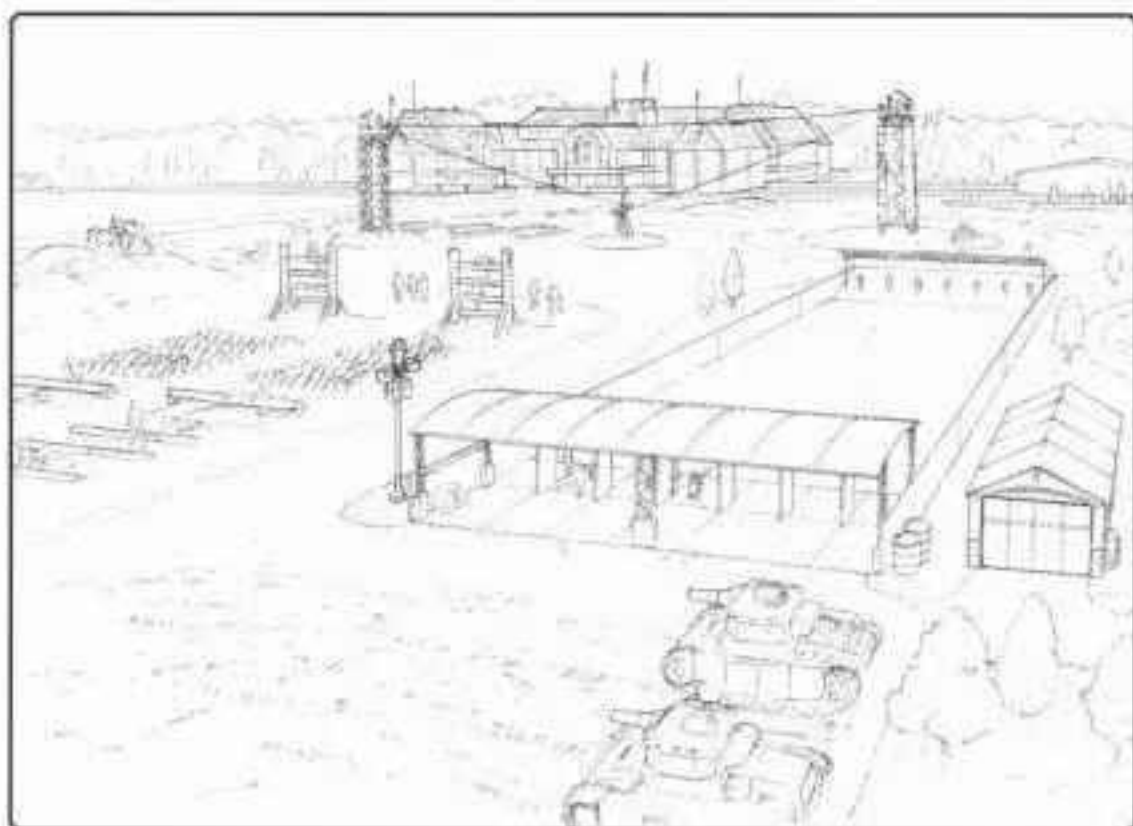
DRILL GROUNDS MOSTLY COMPRISED OF TRAINING FACILITIES

The drill grounds take up quite a big portion of the campus, which only makes sense for a military academy. Combat training is done here because there is plenty of room to stage mock battles. There are also facilities specific to the training of each unit class, such as tank driving courses and

shooting ranges. Some of the barriers were specifically placed to set the stage for urban combat training. Aside from training, the Laevatein Cup is also held here. The pool of water in the center is used to test vehicles.



■ VIEW FROM TOP



◆ UNIT CLASS TRAINING FACILITIES

The obstacle course for infantry training is pictured here next to the shooting range. The students also learn how to use tanks as shields, as well as how to determine the location of enemy tanks.



❖ VIEW OF THE SCHOOL BUILDING FROM NEAR THE VEHICLE TESTING POOL



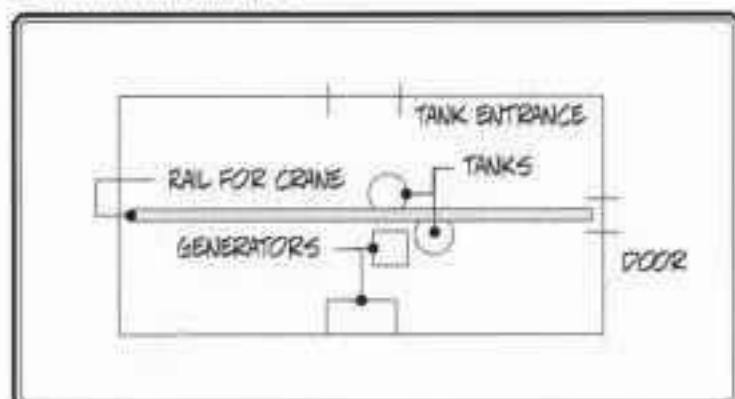
❖ VIEW OF THE CLOCK TOWER BEFORE AND AFTER THE REBEL ASSAULT (UNUSED)

R&D BUILDING DEVELOPING AND MAINTAINING WEAPONS

All of the equipment used by Lanseal students is upgraded and maintained here. Though it is called the Research and Development Building, general maintenance takes up most of the R&D staff's time. Still, if a squad were to bring back the

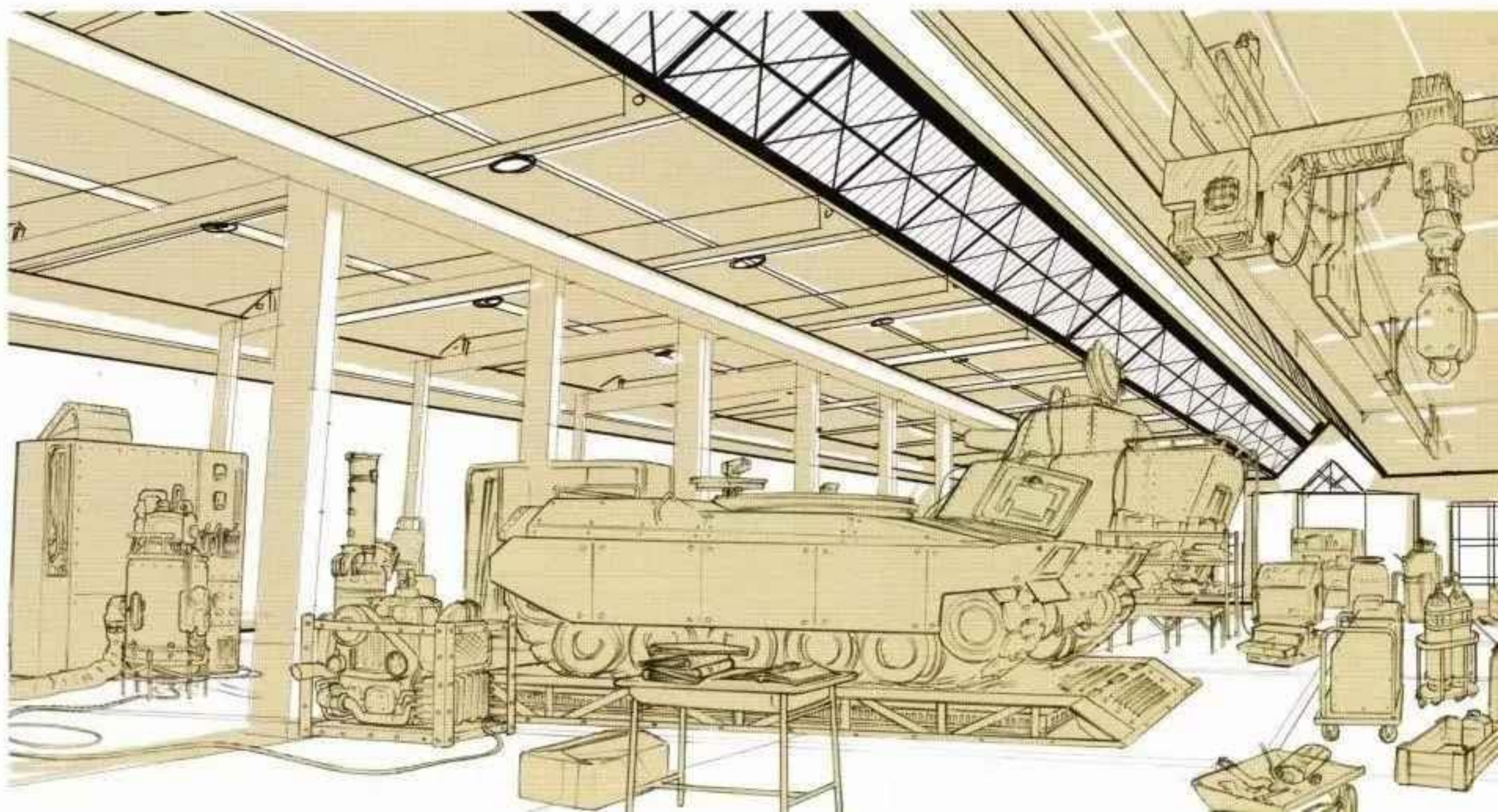
proper plans and materials for a new weapon, the R&D Building would be able to develop it rather quickly. Since Class G has a special relationship with Lavinia, she often uses her military connections to get better supplies and faster deliveries.

■ VIEW FROM TOP



❖ FULL OF TOOLS AND MACHINES

A large crane is used to work on the Type 36 tanks. Welding tools, toolboxes, and wagons full of parts are also scattered throughout the building.



HOSPITAL

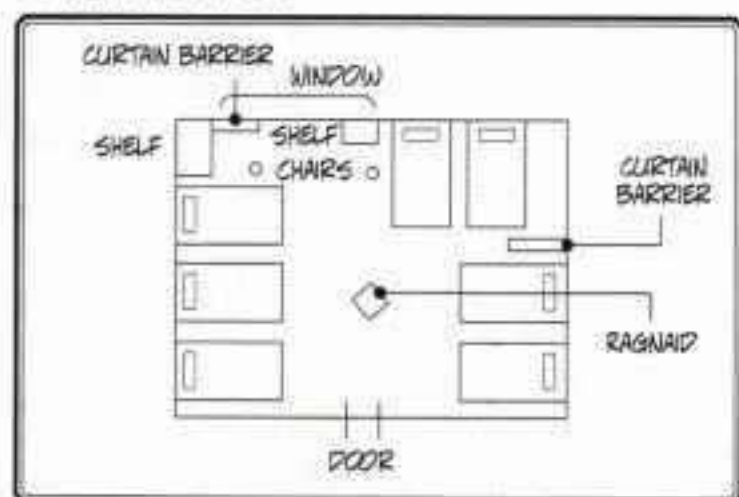
PATCHING UP STUDENTS

Whenever a student returns from a mission with injuries, however big or small, they are admitted to the hospital to get fixed up. The hospital is located at the far end of the campus from the school gate, and also has the Engineer logo displayed clearly on its roof to indicate that this space is a no combat zone. The fact that Lansel thought to paint the symbol on the roof to be seen from aircraft suggests that Gallia is making progress toward developing flight technology.

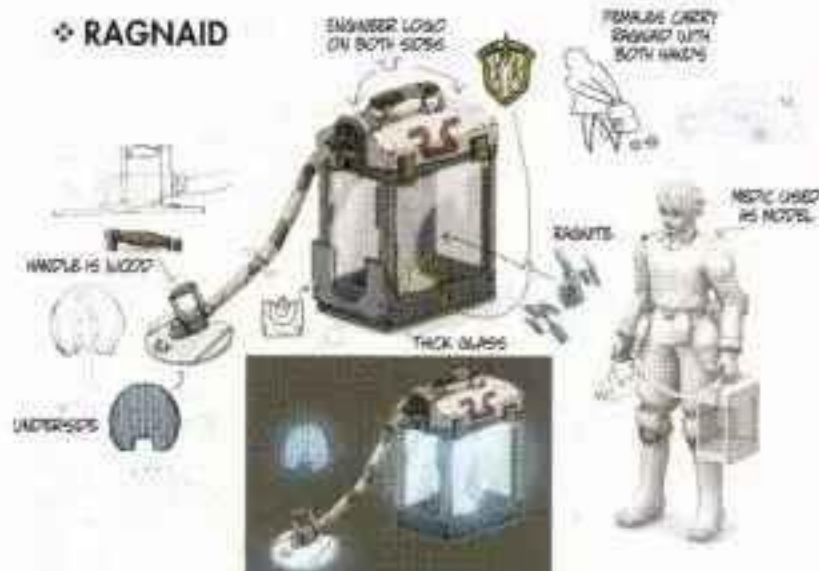
◆ HOSPITAL ROOM

Ragnite has the ability to close wounds and increase immunity, so the hospital seems like an obvious place to find ragnaid. When a student is heavily wounded, this ragnaid station can mean the difference between life and death.

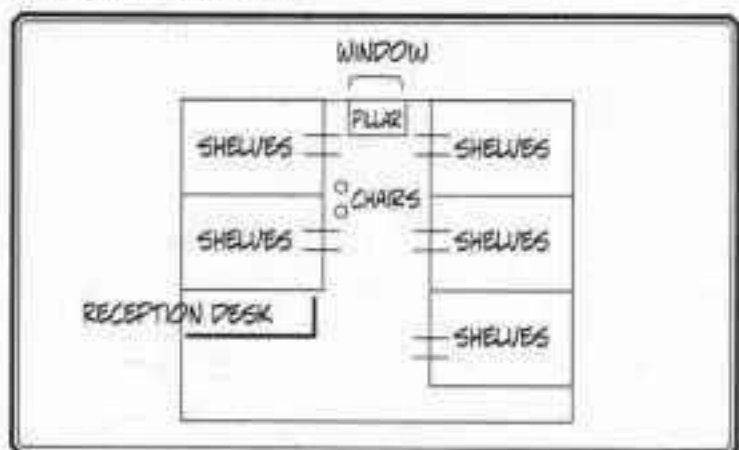
■ VIEW FROM TOP



◆ RAGNAID



■ VIEW FROM TOP



◆ VIEW FROM THE ENTRANCE

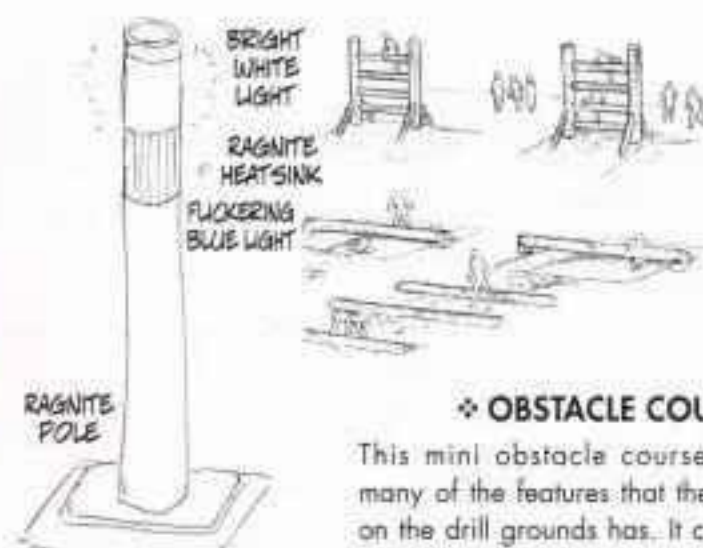
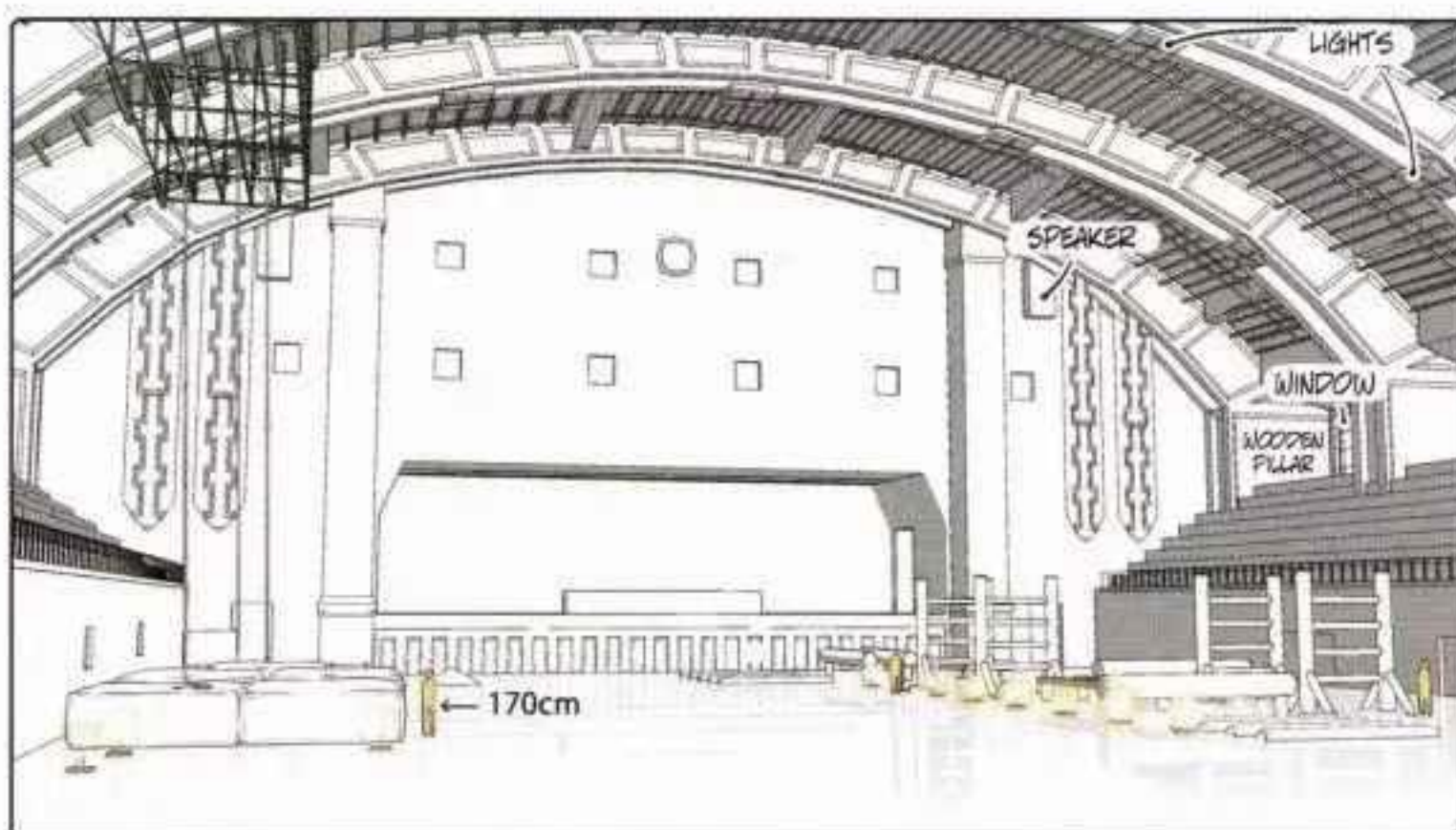
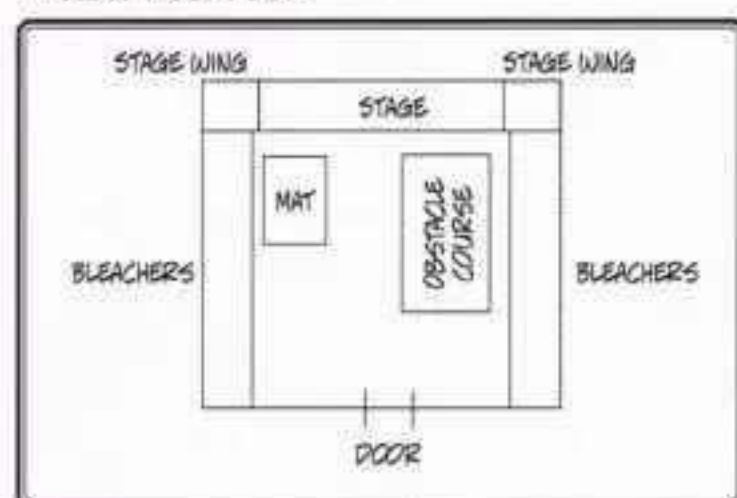
Early on in development, there were a few in-game events that involved visiting injured classmates at the hospital. These rooms are not only for patients being treated, but are also where regular physical exams are conducted. The chairs are there for students who are waiting their turn for a physical exam.

GYMNASIUM

MASSIVE SPACE WITH LOTS OF TRAINING EQUIPMENT

The gymnasium offers lots of opportunities for students to do some physical training in their spare time. As can be seen in the image to the right, the safety mat is nearly as thick as a human is tall. There are bleachers on either side, and a stage at the far end, so it seems this space can also double as an auditorium. It was upon this stage that Class G performed their rendition of "Operation Cloudburst" during the Feast of All Spirits.

VIEW FROM TOP



OBSTACLE COURSE

This mini obstacle course has many of the features that the one on the drill grounds has. It comes complete with lights that keep the space illuminated.

GROUND

RACE TRACK PLUS SOCCER FIELD

The soccer field is surrounded by a race track. Bleachers are located off to one side, and the goal posts installed on the field suggest that soccer is a popular sport in Gallia. The

three triangular flags that are next to the grounds display the Gallian Army emblem, the Gallian national emblem, and the Lanseal emblem.



BETWEEN THE OLD CAMPUS AND THE OLD CITY

During the Rebel assault, the old city area in front of the library became a combat zone. The architecture here is strong with the flavor of the middle ages. This is where the Lanseal professors live.



THE GROUNDS AS A BATTLEFIELD

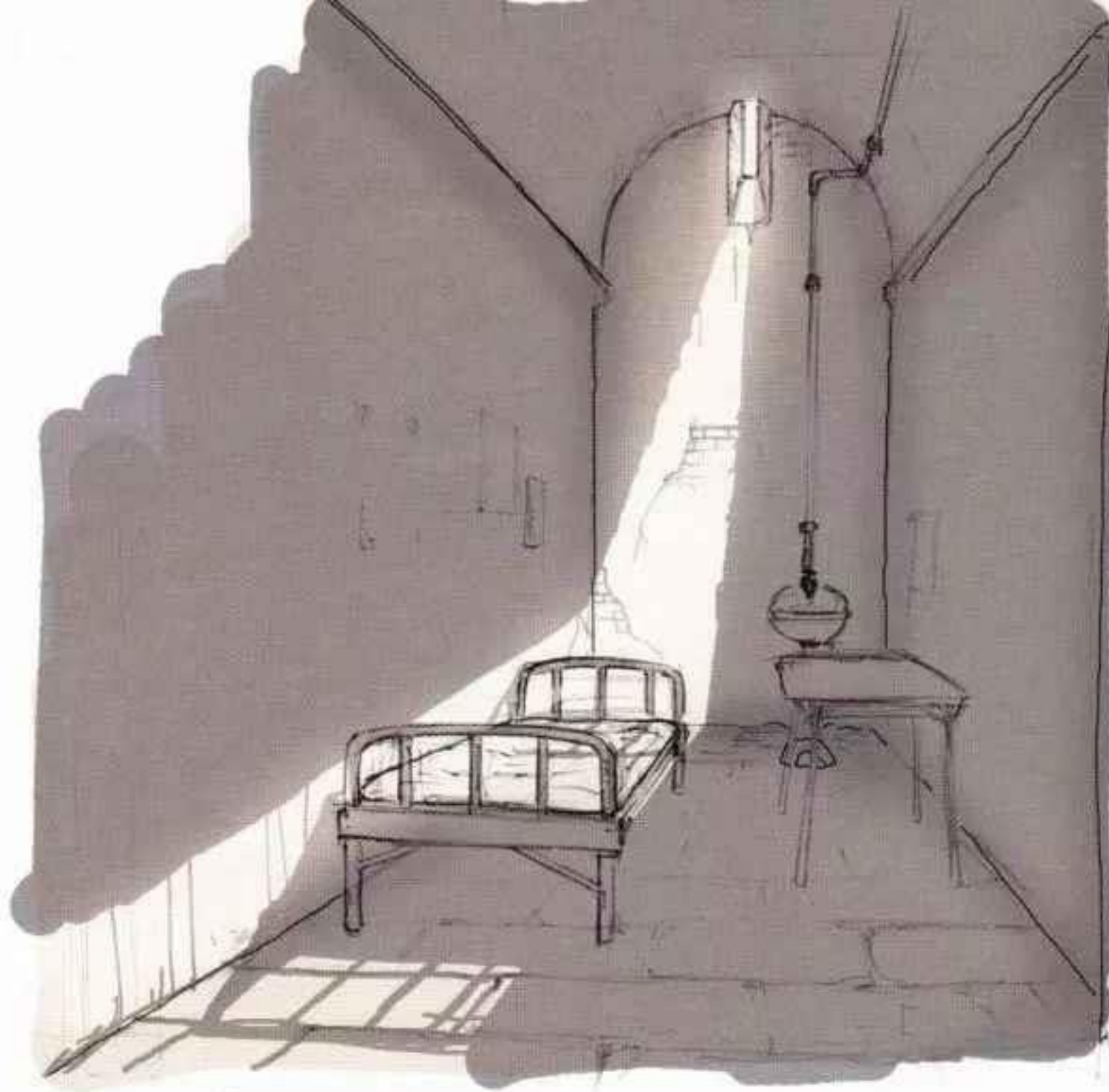
The grounds are used for more than just in-game events. They were also the location for the Dirk fight when the Rebels attacked Lanseal.



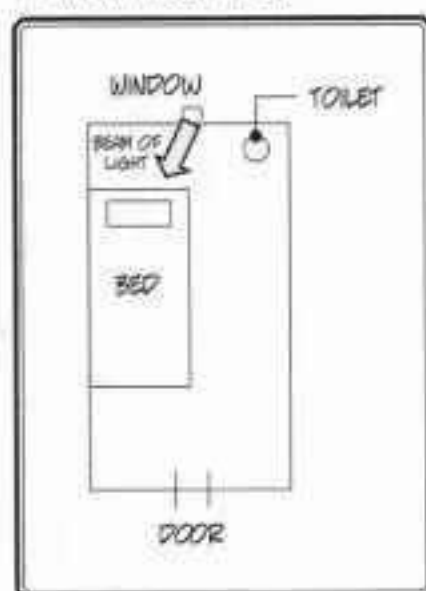
SOLITARY

REMNANTS OF A CASTLE DUNGEON

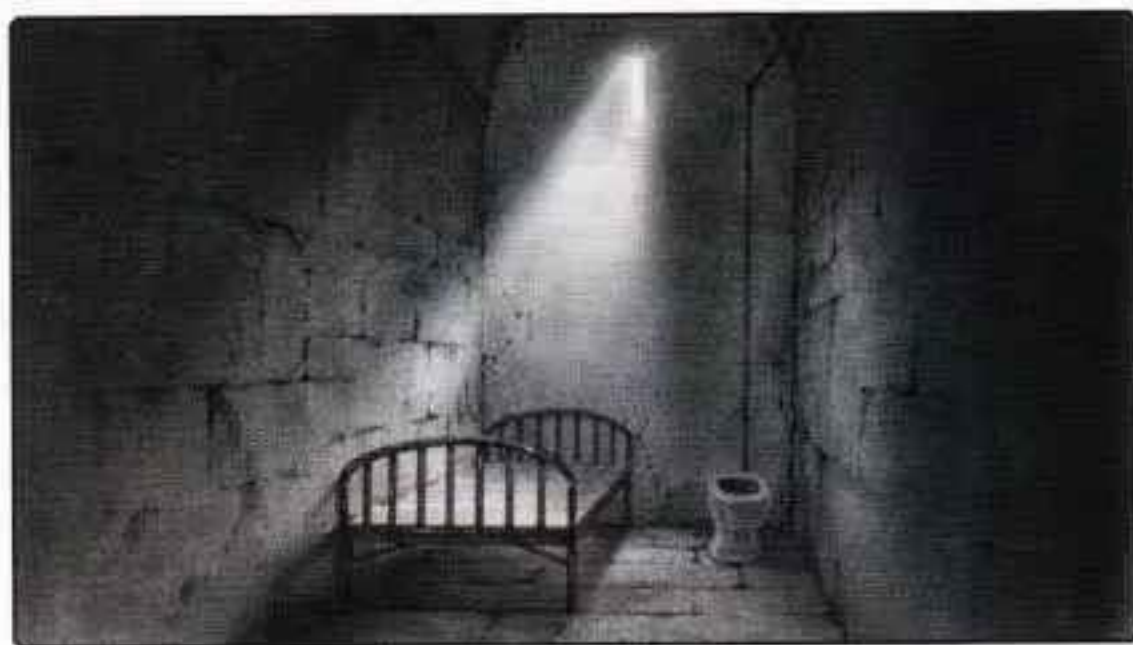
Lansceal was founded just over 200 years ago, but judging from the buildings, it is likely that the academy was built upon an old castle city, by upgrading pre-existing buildings and adding new ones. Solitary is too far from the rest of the campus to be used effectively as part of the school, so Lansceal now uses it for punishment. Though the building itself was constructed long ago, each cell has been upgraded with running water so that toilets could be installed.



■ VIEW FROM TOP



◇ DOOR DESIGN



POOL

SUMMER HAVEN

The pool is located near the R&D Building. Though it is set up with starting platforms often used in swimming races, there are no buoys or ropes to mark lanes. It was most likely installed as a sports facility as opposed to a training one.



◇ IT'S GETTING HOT OUT HERE!

The oppressive heat of summer finally convinced the school to open the pool to the students. Upon hearing the good news, Avan and his friends didn't hesitate to change right into their swimsuits. Aside from the members of Class G, other students can also be seen making use of the pool.

OLD CAMPUS

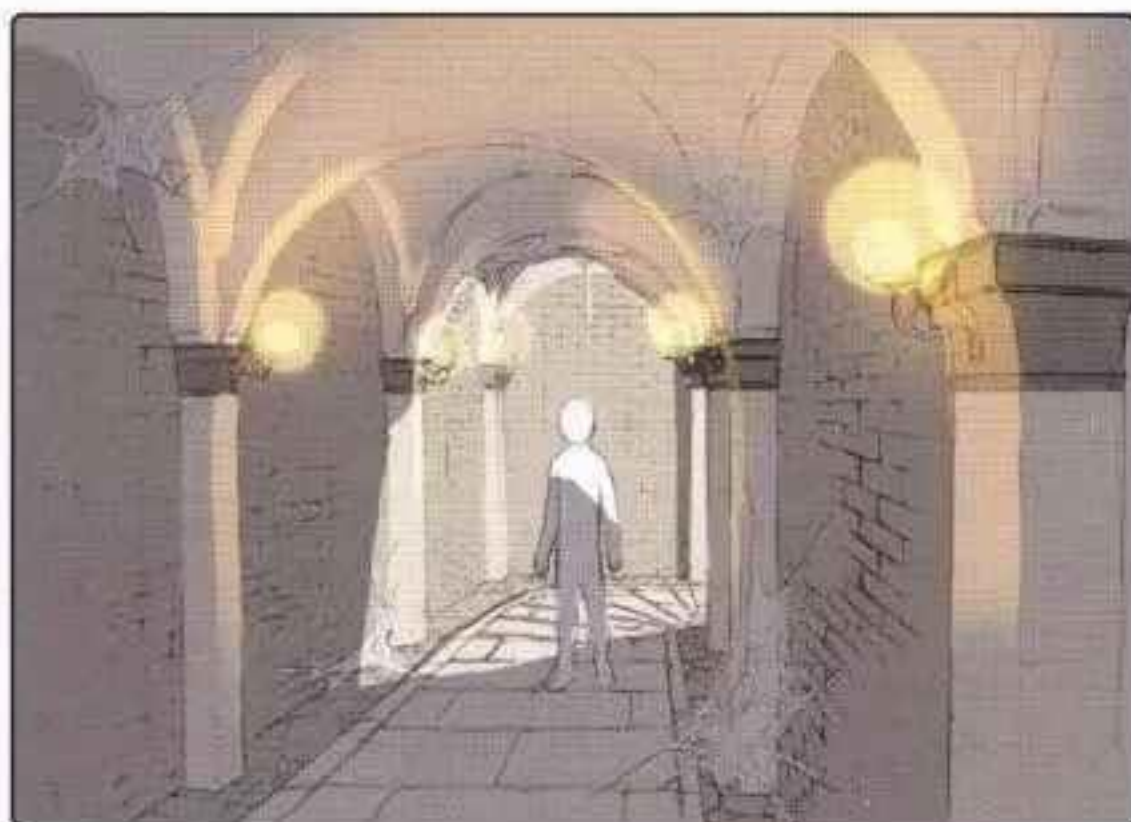
THE HOME OF PROJECT VALHALLA

This old campus building is off limits to students, because Headmaster Kluivert was secretly allowing Foerster to carry out Project Valhalla here. Aliasse was spotted from afar by students a few times when she left the building to play, and these mysterious sightings soon led to rumors about the creepy building being haunted.

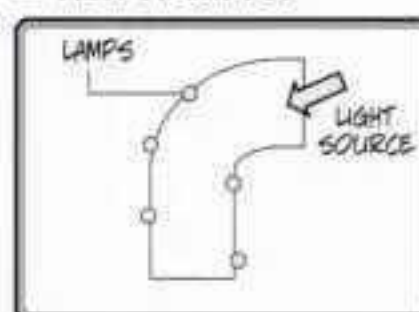


◆ FULL VIEW OF OLD CAMPUS

Looking much like an old castle surrounded by a moat, the old campus is being smothered by vines, giving it a truly haunted appearance. Barricades stand on the bridge leading to the entrance, discouraging students from approaching the castle.



■ VIEW FROM TOP

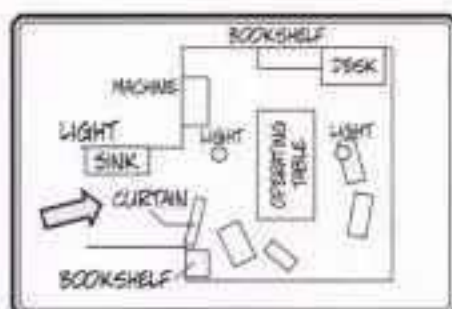


◆ OLD CAMPUS CORRIDOR

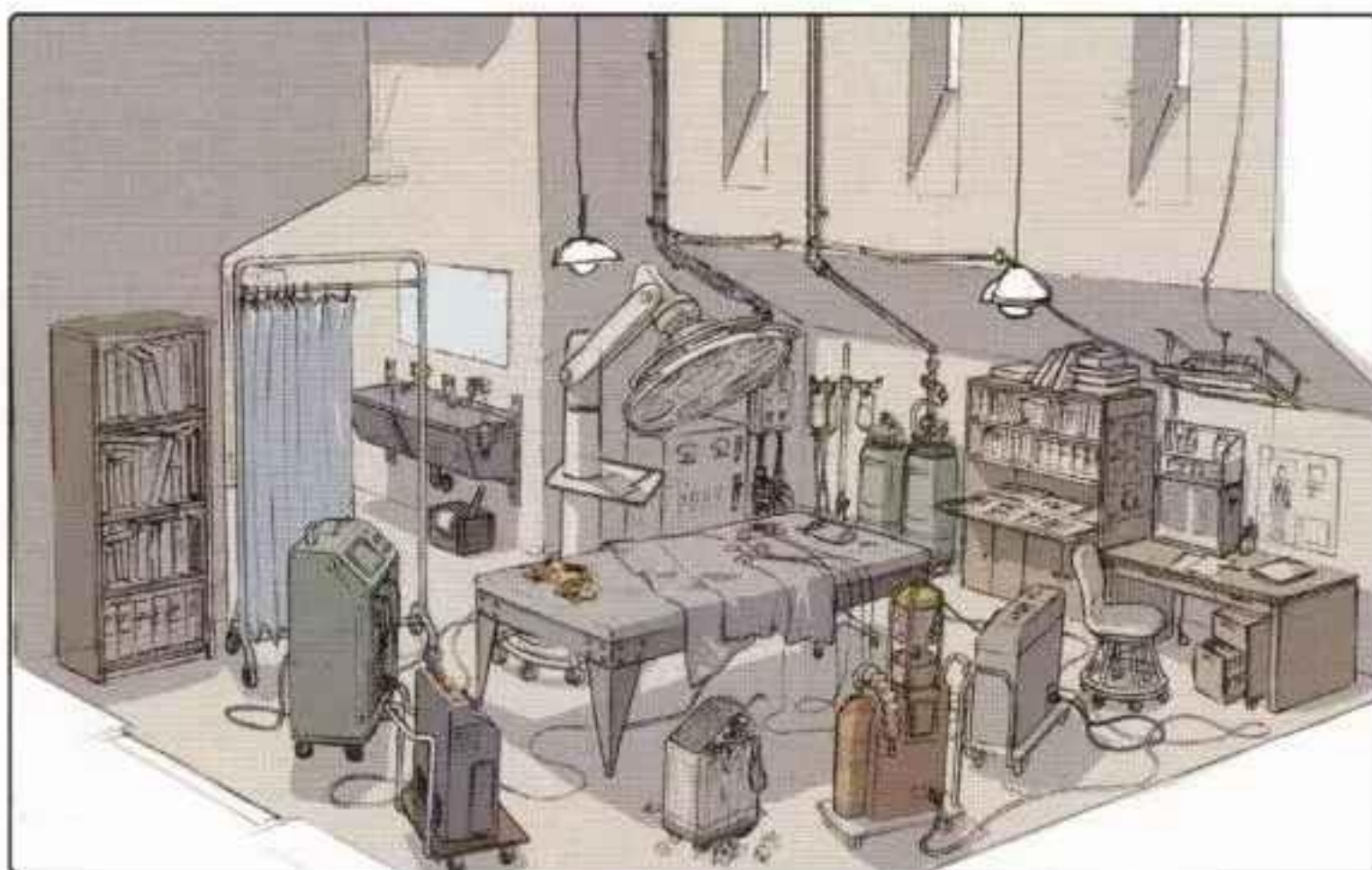
This corridor leads deep into the old campus, to Foerster's lab. There don't seem to be many windows, and the light fixtures lining the walls are the only source of illumination. The thick stone walls almost feel like they are closing in on you.

◆ OLD CAMPUS LAB

Despite the operating table that has obviously seen some use, the lab does not particularly seem like a clean, ideal working space. It is unclear exactly what kind of operations were performed over the course of Foerster's Artificial Valkyria research, but the bloodstains on the operating table probably tell more than the average person would want to know.



■ VIEW FROM TOP



Various Locations in Gallia



Gallia has been blessed with many natural beauties and disparate climates. With the Fauzen Canyon and Barious Desert in the north, the Kloden Wildwood in the east, and the Diebal Mountains, Leanbluff Forest, Roendahl Canyon, and

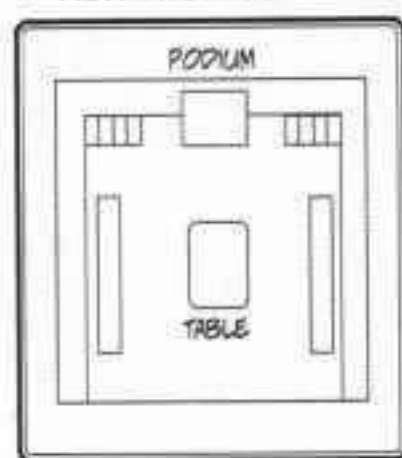
Daws Desert in the south, Gallia is truly a marvel to behold. In this section, we take a closer look at the central and southern regions of Gallia, and more specifically, the locations that were involved in Class G's quest to stop the civil war.

REBEL HEADQUARTERS

CASTLE GASSENARL CONVERTED INTO A FORTRESS

Castle Gassenarl has been around since the middle ages, and was recently remodeled to serve as the headquarters for the Gallian Revolutionary Army. Since the Empire invaded from the north during the Gallian Campaign, much of the south survived unscathed. As such, it was a simple matter for Count Gassenarl to establish his own headquarters, and the process was made all the easier by the financial support he received from Gallian nobles and the Federation.

■ VIEW FROM TOP



◆ REBEL CONFERENCE ROOM

The main hall of Castle Gassenarl acts as a conference room. The remodeling seems to have been rushed somewhat, but the bare necessities for Gilbert's purposes are all there, such as a table, chairs, and a map.



◆ REBEL HEADQUARTERS FULL VIEW

The exterior of Castle Gassenarl. Because the river running by the castle becomes a waterfall, it is obvious that the castle is built somewhere at a high elevation – and yet, the castle itself is built on an even higher cliff. The cliff that acts as a foundation for the castle has been partially carved away to make room for defensive turrets.

RANDGRIZ

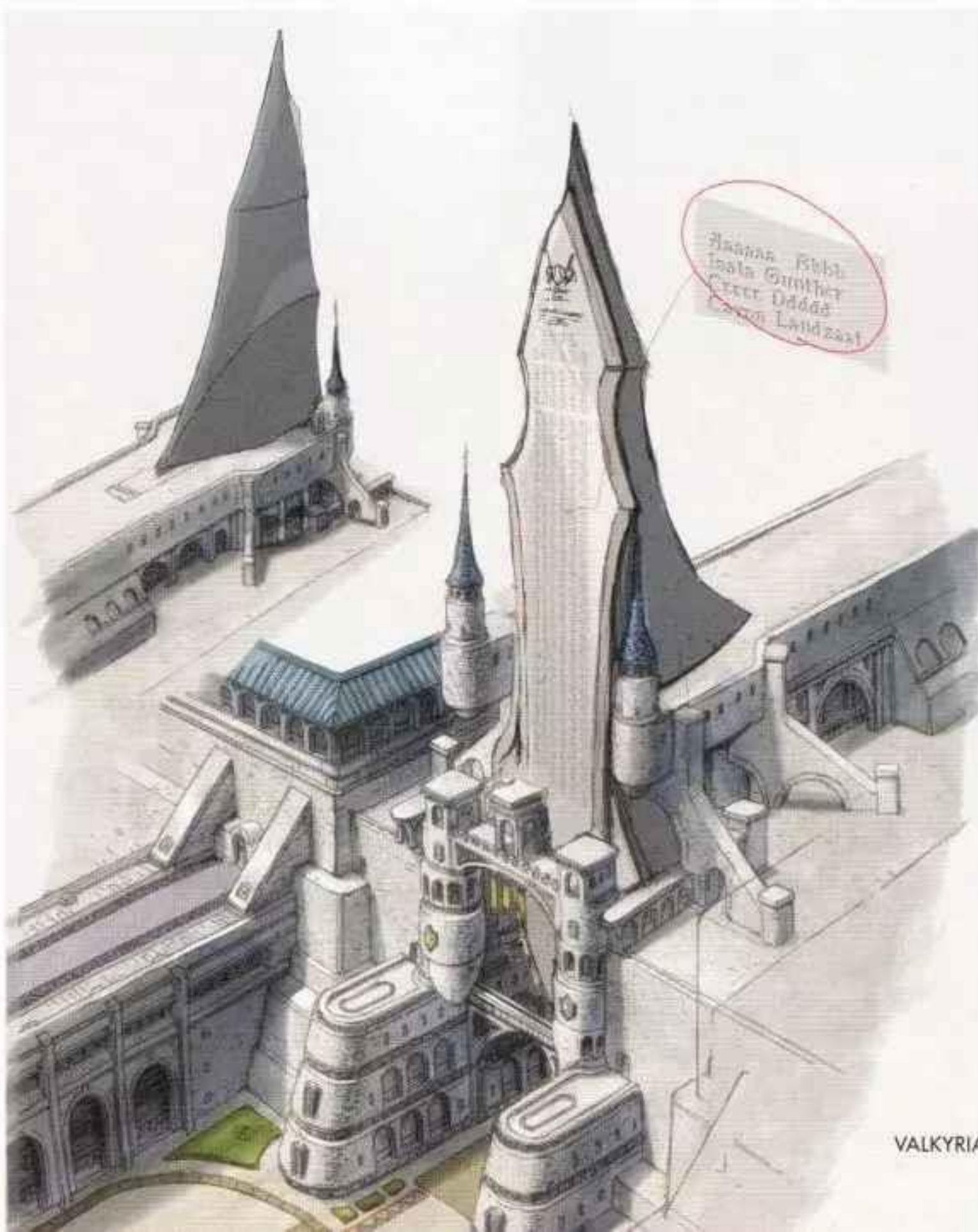
THE HEART OF GALLIA REBUILT

Although the capital city of Gallia had suffered terrible damage as a result of the Imperial raid during the Gallian Campaign, the Gallians managed to rebuild it in just two years. The city is as beautiful and symbolic as ever, and it is difficult to tell it was nearly wiped off the face of the map. Randgriz City was temporarily occupied by Rebel forces during the civil war, but was soon retaken by the Gallian Army. Archduchess Cordelia was also safely returned to the throne.



◆ BIRD'S EYE VIEW OF RANDGRIZ CITY

Castle Randgriz stands proudly at the very back of the city. As a central hub for trade, Randgriz City has enjoyed much prosperity over the years. With trade booming over land and sea, Randgriz City has always been and most likely will always be the largest city in Gallia.



PILLAR AND BANNER



CASTLE RANDGRIZ MAIN HALL

This tragic hall has suffered the unwanted footsteps of two invaders in as many years. But Castle Randgriz seems unmoved by petty human affairs, and shines as brilliantly as ever.

◆ CASTLE RANDGRIZ EXTERIOR FEATURES

The spire that was modeled after the unicorn's horn was utterly demolished by the Imperials during the Gallian Campaign. A monument was built upon its remains as a memorial for those who lost their lives in Gallia's defense. This monument has also become a sort of symbol for the royal house.



HARBOR CITY OF ANTHOLD OCCUPIED BY REBELS

With much of its territory facing the ocean, Gallia has always enjoyed a healthy amount of trade ships going in and out of her harbors. Anthold always had a large harbor, but expanded it further after the industrial revolution gave way to larger vessels. The Rebels were quick to occupy Anthold during the civil war, as it was their connection to the Federation.



VALKYRIA CHRONICLES 1937 (TEMP)
03-02 LARGE SOUTHERN CITY
OVERVIEW

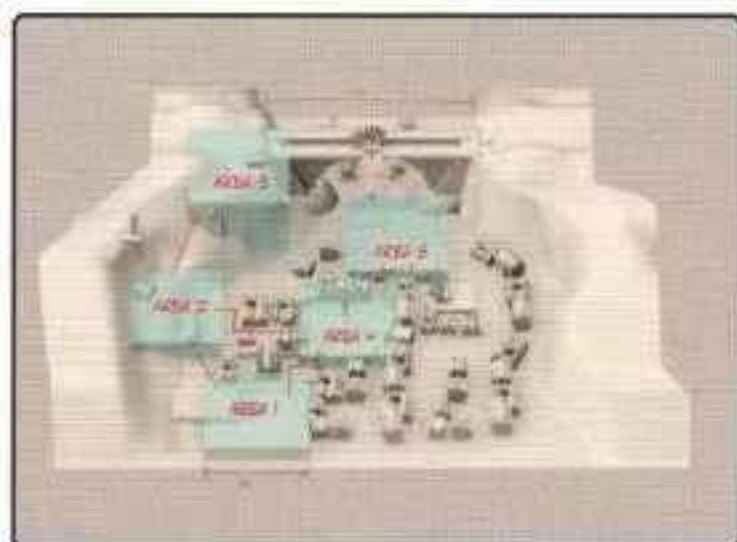


❖ AQUEDUCT

Anthold's aqueduct also serves as the city's symbol. There used to be a giant crane next to the aqueduct, and the large waterwheel allowed the crane to move supplies around with ease. With the advent of vehicles, however, the crane became obsolete.

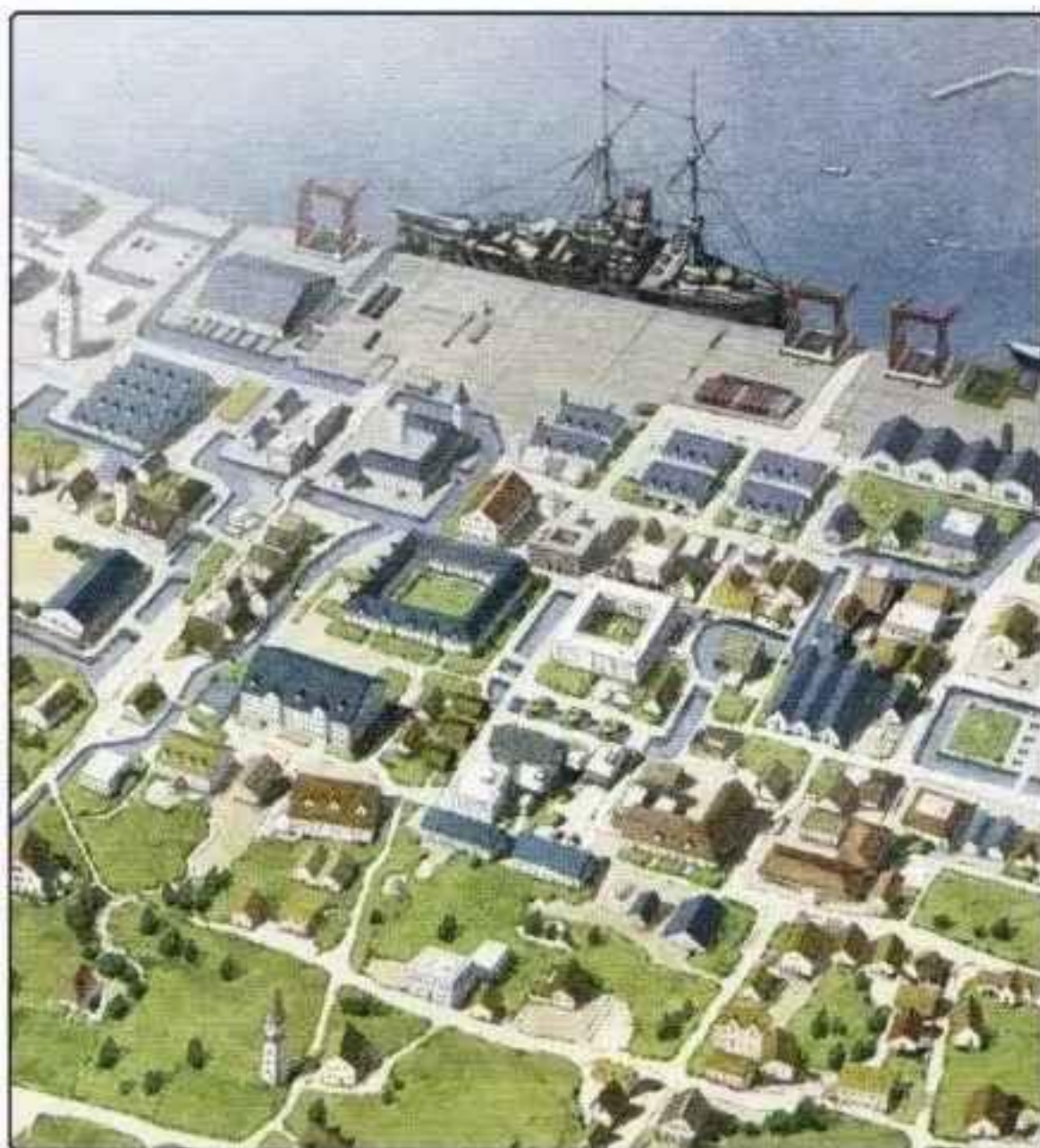


VALKYRIA CHRONICLES 1937 (TEMP)
03-04 LARGE SOUTHERN CITY AQUEDUCT



❖ THE AQUEDUCT AND THE BATTLE MAP

Anthold sits at a lower elevation than its surroundings, and is enclosed by sheer cliffs on both sides. The aqueduct spans from one cliffside to the other, and it is clear that there is limited passage to the aqueduct, making the mission here that much more challenging.



❖ WHARF

All of the trade goods carried in by ships are temporarily stored in these buildings. The many corridors of water snaking throughout the city have earned it the nickname "City of Water".

❖ DETAILS FOR WHARF OBJECTS

Even the little things like lampposts and storage containers were well thought out and carefully designed.



❖ BATTLESHIP DANDARIUS MOORED AT ANTHOLD

Since Anthold Harbor was not intended to be a military harbor, it lacks a proper dock. The Dandarius looms ominously next to Anthold, as if glaring the city into submission. Its position at the harbor would allow it to use its cannons to ward off any advancing enemy units.



MELLVERE

CONNECTING THE CAPITAL TO THE SOUTH

Mellvere is a trade city that sits next to the middle of the River Mais, a river that passes through southern Gallia. It has been a central hub for trade since ancient times, and has enjoyed great prosperity as a result. Because Mellvere sits on the road leading to the capital, it is often called the "South Gate of Randgriz". Mellvere played a major role in reconstruction efforts after the Gallian Campaign.



ARLEM

A FAMOUS LITTLE FARMING VILLAGE IN SOUTHERN GALLIA

With cattle and crops of superior quality, Arlem is a great example of the farming villages that dot southern Gallia. When the Rebels began trying to expand their influence, they sent representatives to Arlem and the rest of southern Gallia to spread propaganda. Arlem was particularly valuable to the Rebels because its massive silo served as a great defensive position.



THE TOPS OF THE SMALLER TOWERS ARE WIDE OPEN

THESE PARTS CAN BE CLOSED USING A MECHANISM



❖ VILLAGE BUILDINGS

As with most regions of Europa, Arlem's buildings and other structures are built primarily from brick and stone. This could be because there is a stone quarry relatively nearby. Even its silo is made of solid stone, and is therefore quite durable.

LEANBLUFF

PATH CARVED BY WAR

Leanbluff Forest spreads out to the east of Anthold. Geographically, it is considered to be part of the Kladen Plateau. When Anthold was taken by the Rebels during the civil war, common citizens were unable to make use of the main road, Route 7. Instead, they had to pass through Leanbluff Forest using Route 121.



❖ FOREST IMAGE

Many different kinds of plants grow here, and the thick trees keep the path shaded even at midday. Route 121 is a winding path, and though it served the people well during the war, it would not be logistically efficient as a regular trade route.





DIEBAL MOUNTAINS

DARCSIN MECCA

The Diebal Mountains are located near the border in southern Gallia. Its tall peaks are covered with snow all year round. After the industrial revolution, the Darcsen laborers who were forced to work in the mines here under deplorable conditions revolted many times, and succeeded in raising awareness for human rights. For this reason, many Darcsens consider this place a sort of mecca.



YUELL

DEVASTATED BY IMPERIALS

Yuell is a medium-sized city located in central Gallia. During the middle ages, this area was governed by William Yuell, who built Yuell University, and the city eventually sprouted up around the university. To this day, Yuell is considered to be a center of learning, and is home to various educational organizations and research facilities. After suffering heavy damage at the hands of the Imperials during the Gallian Campaign, Yuell has strengthened its defensive measures.



◆ YUELL'S HOSPITAL

Though this hospital was used as a field hospital during the Gallian Campaign, many parts of it were destroyed by enemy fire. The hospital now stands abandoned, though a few forgotten wheelchairs and other tidbits left on its property tell of the time when it was one of the greatest hospitals in Gallia.



ROENDAHL CANYON

HOST TO LARGE-SCALE DAMS

To the east of Mellvere, upstream of the River Mais, the Roendahl Canyon holds within its embrace a number of dams and water gates to prevent the River Mais from flooding. The River Mais had always been known to be a turbulent river, and it almost always flooded after a heavy rain, causing anguish to the people in the city downstream. Now that the dams at Roendahl Canyon control the water levels, though, such flooding is a rarity.





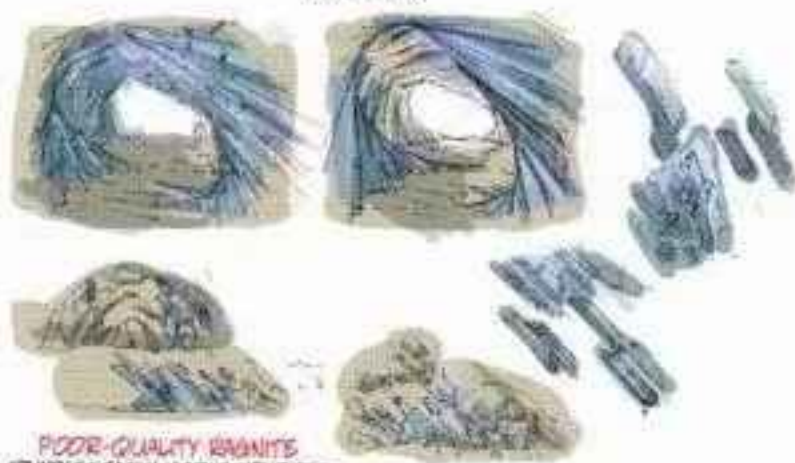
DOERFEIN MINING QUARTER

ONE OF THE RICHEST RAGNITE MINES IN GALLIA

Located southeast of Yuell, the term "Doerfein Mining Quarter" refers to the mines dug into the Doerfein mountain range. The mines boast an abundance of ragnite ore equal to that of Fouzen, and have been actively mined for years. During the civil war, the Doerfein Mining Quarter became the base of operations for the Darcen resistance, a group of Darcens who refused to give in to the Rebels.



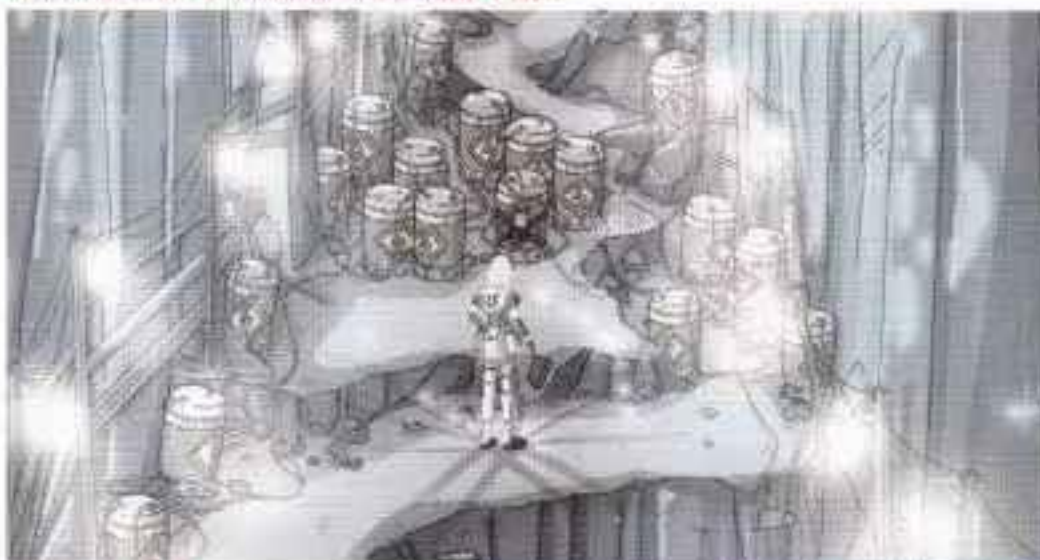
HIGH-QUALITY RAGNITE
USUALLY CLEAR, ACUTE ANGLES,
LARGE PIECES



POOR-QUALITY RAGNITE
CRUMBLES EASILY, VISIBLE IMPURITIES

◆ DETAILS FOR RAGNITE CLUSTERS

M/19 COSETTE OVERCOMES HER PAST



BEGIN EVENT

FROM COSETTE'S POINT OF VIEW,
MONOCHROMATIC.
LOTS OF WIRES CONNECTING THE
BOMBS, MAKING IT FEEL EVEN
MORE OVERWHELMING.
COSETTE MUST CUT A WIRE ON THE
TIMER IN ORDER TO PREVENT THE
EXPLOSION.



PURE, HIGH-QUALITY
RAGNITE IS JUTTING
OUT FROM THE CAVE
WALLS, CRYSTALLIZED
INTO CLUSTERS. EVEN
THE CAVE WALLS HAVE A
SLIGHT BLUE SPARKLE
TO THEM, AS IF THEY
THEMSELVES ARE
INFUSED WITH RAGNITE.

NOW COSETTE CAN SEE COLOR. KEY POINTS FOR VIEWING

IT WAS HARD TO TELL WHEN COLORBLIND,
BUT THE WALLS OF THE MINE ARE
COVERED IN SPARKLING RAGNITE
CRYSTALS, ALL THE WAY UP TO THE HIGH
CEILING. BEAUTIFUL VIBRANT COLORS.
(FADING UP TO THE CEILING SHOULD BE A
PRIORITY ONCE COLOR IS RESTORED)

LIGHT BULBS ARE A REDDISH HUE.

WINGED INSECTS ARE FLYING THROUGH THE
MINE, TWINKLING AS THE BLUE GLOW OF
RAGNITE REFLECTS OFF OF THEIR SHELLS.

◆ IMAGE BOARD FOR COSETTE'S EVENT

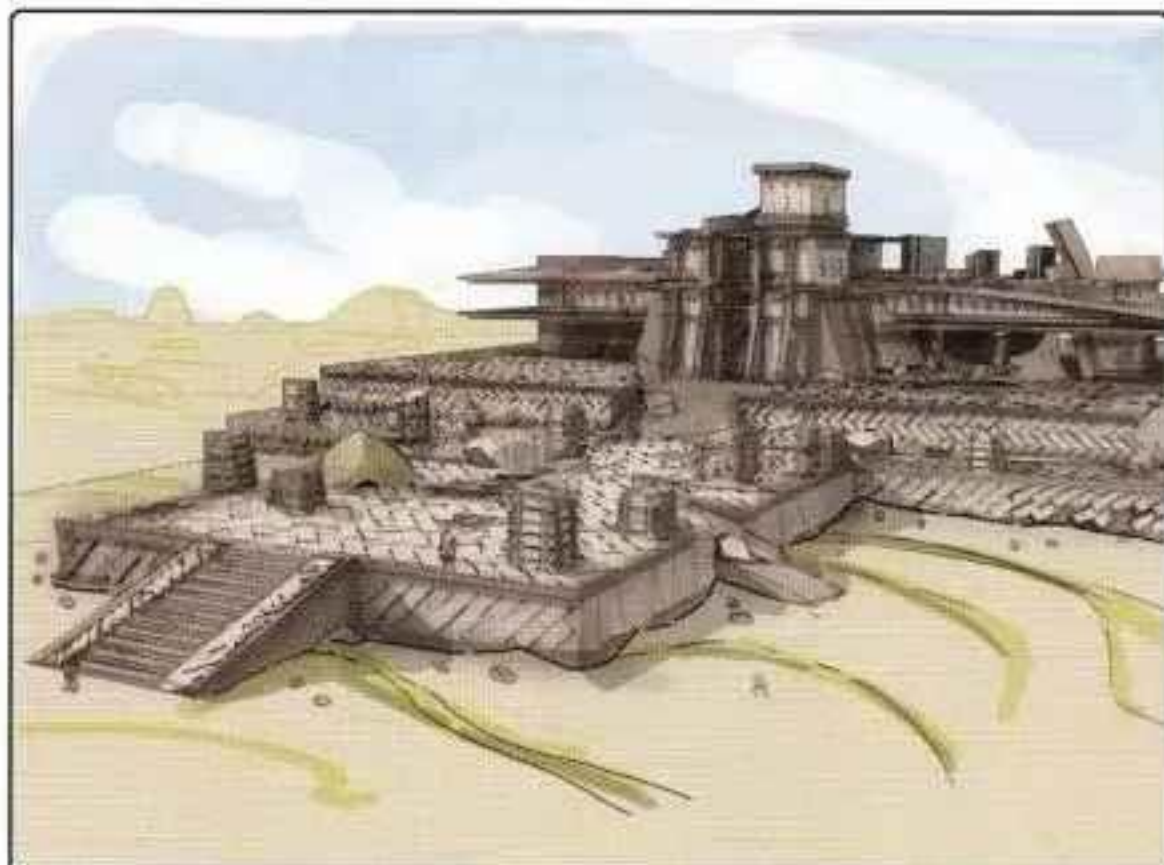
This is the main event for Cosette,
where she regains the ability to see
color. Much attention was paid to
getting this breathtaking scene just
right, as it was important for the
player to share in Cosette's
reaffirmation of the beauty of color.



DAWS DESERT BARREN LAND IN SOUTHERN GALLIA

This dangerous, barren wasteland is located in southern Gallia and is considered to be one of the many victims of the "Darcen Calamity". Though similar in many respects to the Barious Desert in eastern Gallia, the Daws Desert has characteristics all its own. The ruins in the Daws Desert have

survived the passage of time surprisingly well, and many scholars eagerly await the findings of an archaeological team that was sent there. The Daws Desert is sometimes referred to as "the desert of the south".



◆ ANCIENT DARCSN RUINS, SIZE COMPARISON



◆ ANCIENT DARCSN RUINS

Valkyrian shrines are easily identified by the telltale spirals and curves that are incorporated into all of their architecture. In contrast, Darcen ruins tend to be flat, with more straight lines than anything else. Ruins like these suggest that the Darcens possessed advanced architectural technology as early as 2,000 years ago.

Cutscenes





Cutscenes

A LOOK AT THE STORYBOARDS

The most memorable feature of the first Valkyria game on PS3 was the CANVAS technology, which took 3D models and brought them to life with a touch of watercolor appeal. In this PSP sequel, the drama unfolds through anime style

cutscenes. These cutscenes were put together by A-1 Pictures, the same people responsible for the "Valkyria Chronicles" television anime. In this chapter, we have lined up a few cutscene images with the corresponding storyboards.



UNFORTUNATE NEWS

This is the scene where Brixham brings word of Leon's death to Avan. The scene is very short, with only a storage facility in Melvire as the background, and required only a one-page storyboard.



LANSEAL ROYAL MILITARY ACADEMY

This cutscene introduces the player to the academy. It shows some of the more common training sessions, and showcases the different areas of the academy that the player will get to explore later on. The cutscene ends with a panorama of the entire academy.



TRAILER

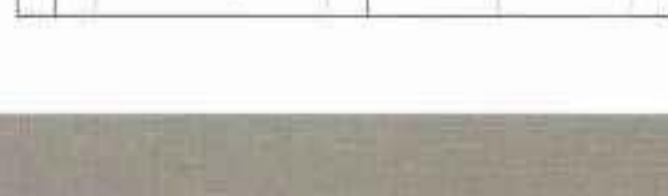
The trailer plays at the beginning of the game. It is composed of a few exclusive scenes as well as portions of in-game cutscenes. The trailer plays at a good pace while effectively summarizing the essence of the game itself, and was designed to advertise the game on storefront monitors.

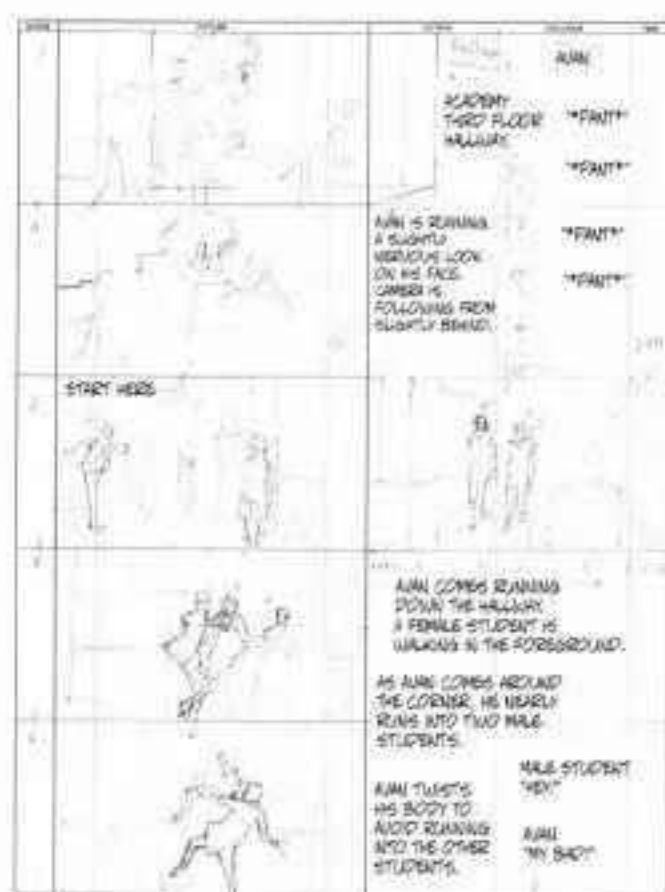




◆ COSETTE AND ZERI

This scene shows how Avan first met Cosette and Zeri. Cosette shows a variety of facial expressions in a relatively short amount of time, and Zeri manages to come off as excessively level-headed in the last few seconds of the cutscene, effectively giving the player a good grasp of their personalities.





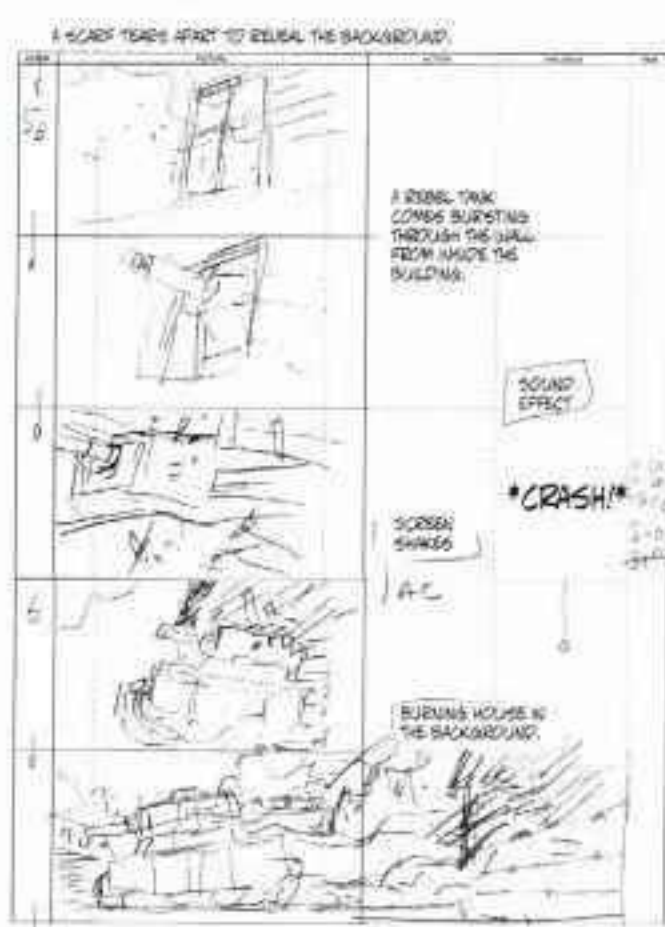
◆ ACADEMY LIFE

Avan is running through the halls of the academy, trying desperately to get to class on time. The camera moves around a lot to convey Avan's sense of panic.



◆ THE BELLS OF LANSEAL

The bells of the academy toll during class, sending the students out to battle. The students' seating arrangements were planned out meticulously (see page 225), which shows Director Ozawa's attention to detail.



◆ CLASS G, UNDER NEW COMMAND

A Medium Tank dramatically bursts through the wall of a small home in this scene. Cutsscenes like this one that focus on machinery over the human characters are quite rare in this game.



ALUMINUM LAUNCHES IS ACTUALLY MUCH LONGER THAN IT APPEARS HERE, BUT WE USED THEM TO BE POSITIONED AT THE CRITICAL KICK THEM BOTH TO FIT COMFORTABLY WITHIN THE FORMS. WE SHOULD HAVE ABOUT 20% OF THE LENGTH OF ALUMINUM LAUNCH. THE 200" CAN BE DEFLECTED OFF AT AN ANGLE FROM THE SHIELD.

A significant longer off from the impact between the lead and steel



➤ WHAT'S WITH THE NEW GIRL?

Allison makes a surprise appearance at the battle between Squad G and Dirk's soldiers. The Pashty effects, dramatic perspectives, and Allison's exaggerated movements all help to build the excitement of the moment.



❖ FUN IN THE SUN

Cosette and Aliasse stretch by the pool. The storyboard contains detailed notes regarding things like the jiggling of Cosette's breasts, so it is clear that they were aiming for a comical scene.





◆ A FINAL FAREWELL

This is another one of the main climax scenes for the game. In order to clearly convey that this was the moment when Avan finally outgrew his brother's shadow, there are a lot of detailed notes regarding Avan's facial expressions.



◆ THE FINAL BATTLE

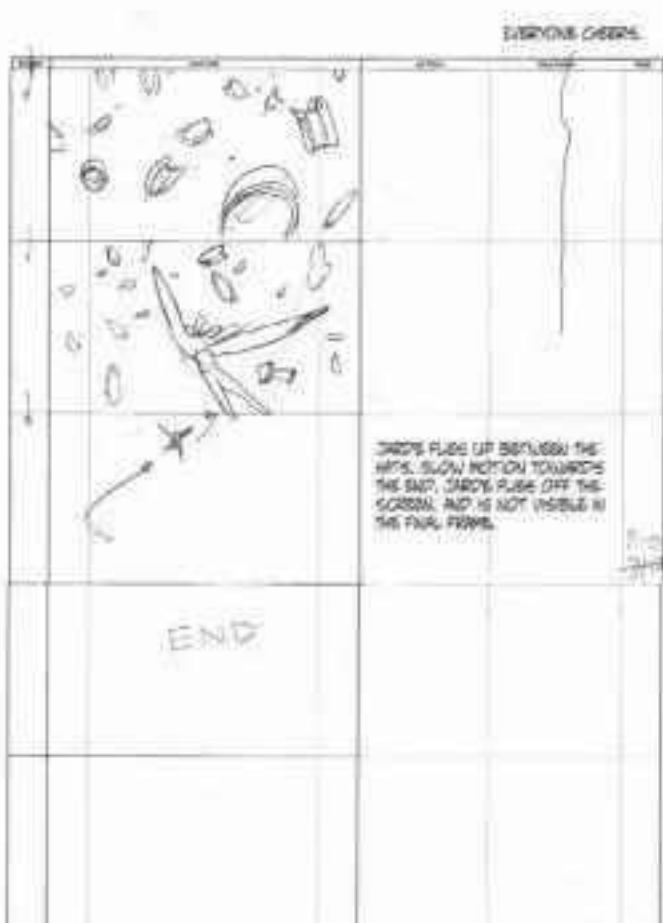
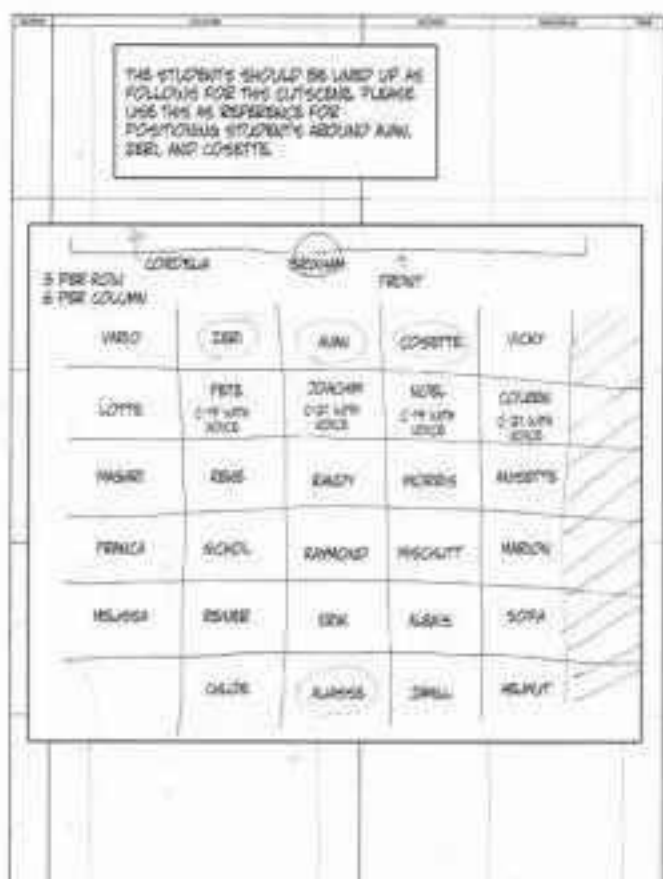
Artificial Valkyria Baldren makes his entrance. Being the final boss apparently entitles him to a flashy introduction. Notes in the storyboard give details as to his state of mind with words like "ecstasy" and "insanity".



◆ MORE THAN MERELY CLASSMATES

Every member of Class G had faced their issues and overcome them in order to get here. Their reward was the powerful bond between loyal friends. This is the big cutscene that truly depicts the main theme of the game.

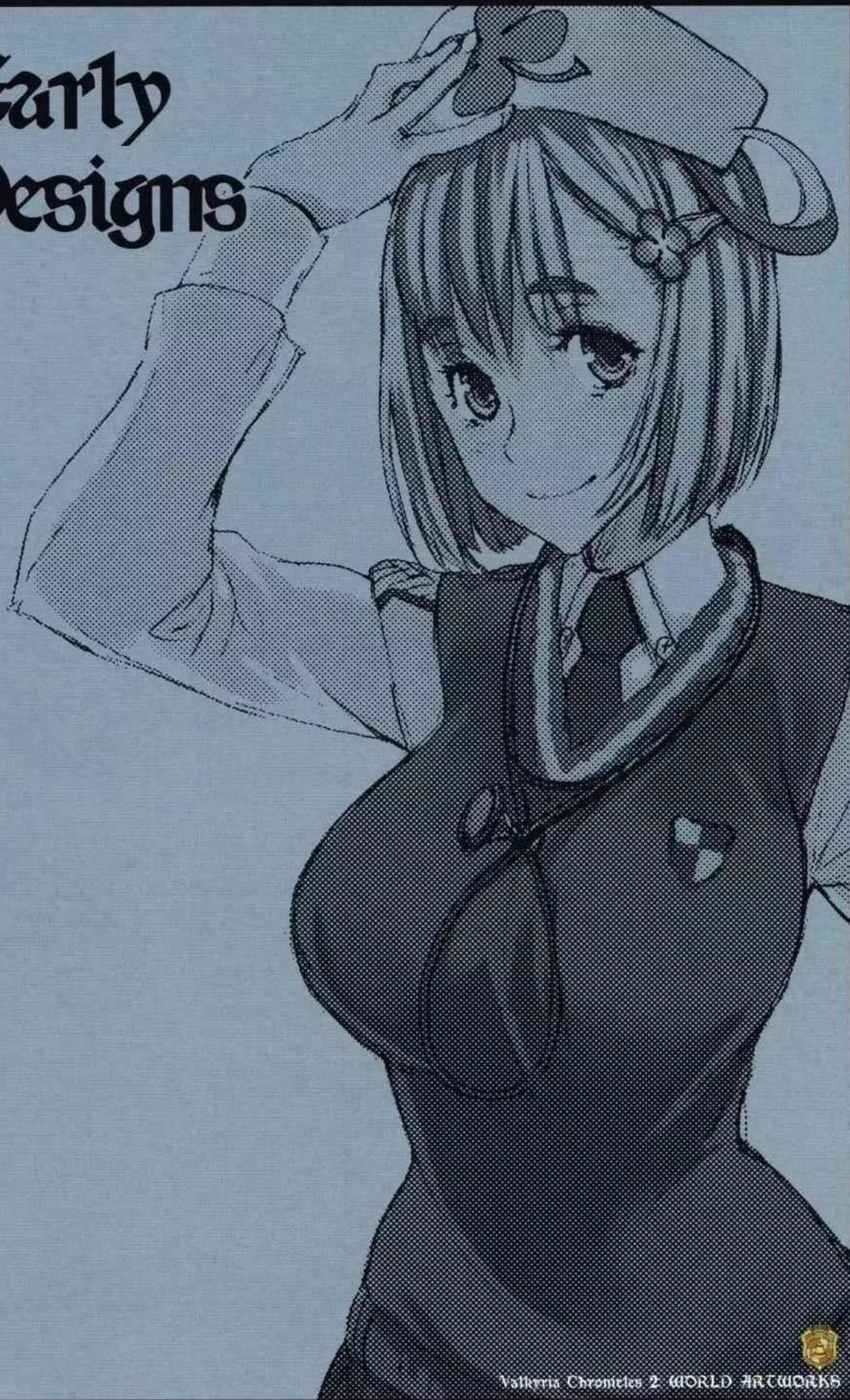




GRADUATION

The members of Class G had matured through their war against the Rebels. At the grand graduation ceremony, the faces we see are not those of children, but of adults.

Early Designs





Early Designs

Class 6 Classmates

EARLY VISUAL

This illustration was prepared very early on, back when we hadn't yet come up with any of the character ideas. All we knew at the time was that "VC2" would focus on the classmates, and we needed a visual cue to get everyone on the same page. (Sega - Ozawa)



ニコル・マルティン

Nichol Martin

INTENTIONALLY SELECTING THE LEAST MEMORABLE DESIGN

The key words for Nichol's character were "meek" and "Franca's little brother". In order to get these two points across clearly, we went with a character design that didn't really have any defining features except perhaps for the freckles, which were there to emphasize his meek nature. Since we wanted the player to believe that Nichol and Franca were real siblings until it was revealed otherwise through the story, we were careful to ensure that they looked somewhat similar. (Sega - Ozawa)

FRECKLES
NATURAL CURLSLITTLE
BROTHER
ELDER
SISTER

The character designs for the students of Class G were determined in a sort of friendly competition format, where the development team and Sega staff were all given the same basic information about each character, and then tasked with bringing in their design ideas. As such, there are many early design drafts that look nothing like the final character designs. This section is a collection of those rare drawings, presented along with comments from Director Ozawa.

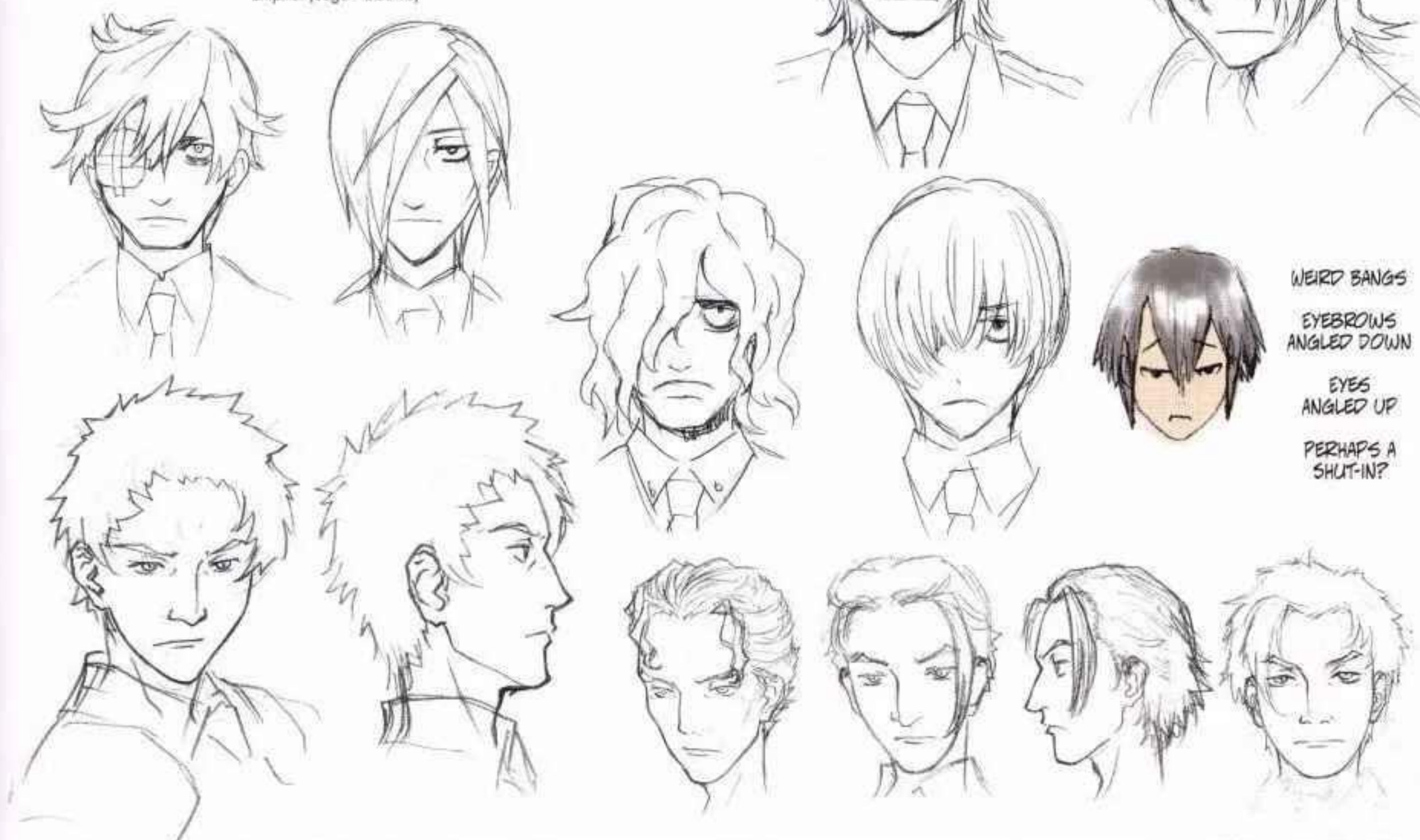
ヘルムート・ボーデ



Helmut Bourdais

FINISHED OFF WITH A HAT

Every sketch of Helmut presents him with small irises, even though that was not part of the reference information. (laughs) I guess Imperials are just thought of as scary or dangerous in general. The most important thing with Helmut's character was that we give off a clear "Imperial" flavor. To accomplish this, we gave him a hat that is similar to the one Gregor wore in the first game, since Gregor seemed to best represent the nature of the Empire. (Sega - Ozawa)



シグリッド・エイセル



Sigrid Eissel

KEEPING SIGRID AND ZERI DISTINCT

Since Sigrid and Zeri share some similar personality traits, it was all the more important to ensure that they didn't look too similar. The first thing we did was get rid of the glasses, and then we refined the most willful-looking face out of all the submissions. The problem was that once we had removed the glasses, all of the faces just seemed too plain, so we added the huge scar on his face as a symbol of his past. (Sega - Ozawa)





ロッテ・ネッツェル

Lotte Netzel

CONTRASTING ELLET

Lotte's character was our link to Ellet from the first game, so we decided early on that we should go with glasses. The idea of putting a stuffed animal on her head was really neat, but we thought it might be a bit overkill. Still, we wanted her hairstyle to be somewhat unique, so we settled on twin tails with round puffs. (Sega - Ozawa)

GLASSES
HAIR ACCESSORIES
BIG MOUTH
CANINE
ROUND EYES



LOTTE NETZEL

REPORTER

CLASSIC FLAVOR

NO GLASSES TO AVOID
LOOKING LIKE ELLET.

FOREHEAD

MAYBE EVEN AN OLD
AEROBICS INSTRUCTOR
HAIRSTYLE.



メリッサ・ダレーン



Melissa Dalen

EXPRESSING DARKNESS THROUGH BOW AND EYES

The key words for Melissa were "yandere" and "stalker". We didn't want anything too stereotypical, so we tried expressing this darker nature through a massive bow. The bow and the fact that Melissa's eyes don't have any highlights are her main features. (Sega - Ozawa)

MELISSA DALEN

17 YEARS OLD
NO LIGHT IN HER EYES!
TOTALLY MOE!

HAIRSTYLE
BOW PONYTAIL

MIGHT BE
BETTER TO
COMPLETELY
HIDE ONE EYE

PROBABLY TALKS TO
HERSELF A LOT, OR
SPOUTS RANDOM
CRAZY MONOLOGUES!
TOTALLY MOE!

HOW DARE YOU POINT
YOUR WEAPONS AT LORD
ZERII? WAHAHAHA! DIE, DIE!!
MELISSA IS THE ONLY ONE
WHO IS ALLOWED TO KILL
LORD ZERII! (THAT MAKES
NO SENSE!!)

WAHAHAHA!

*BLAM! BLAM!
BLAM!*



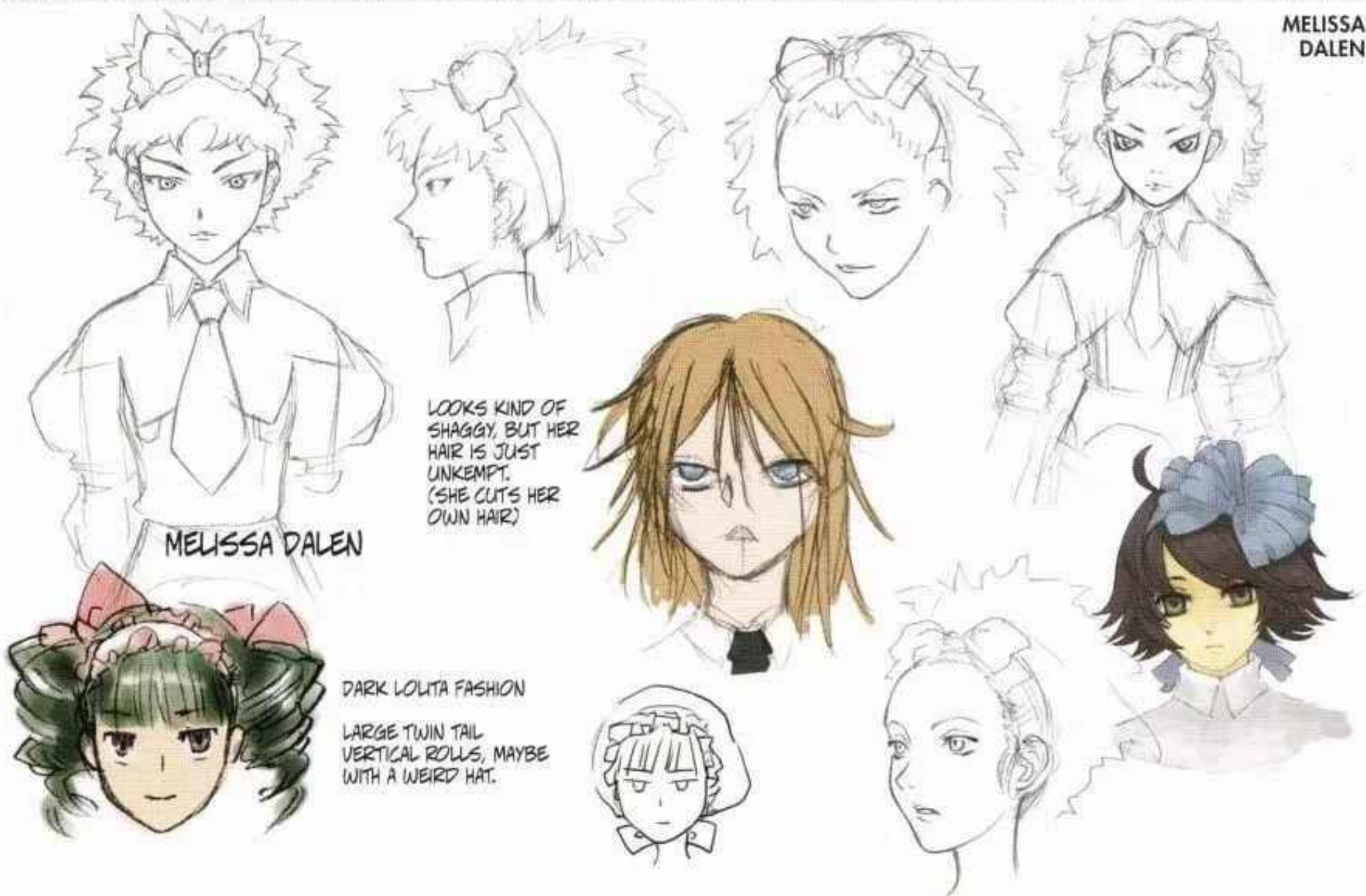
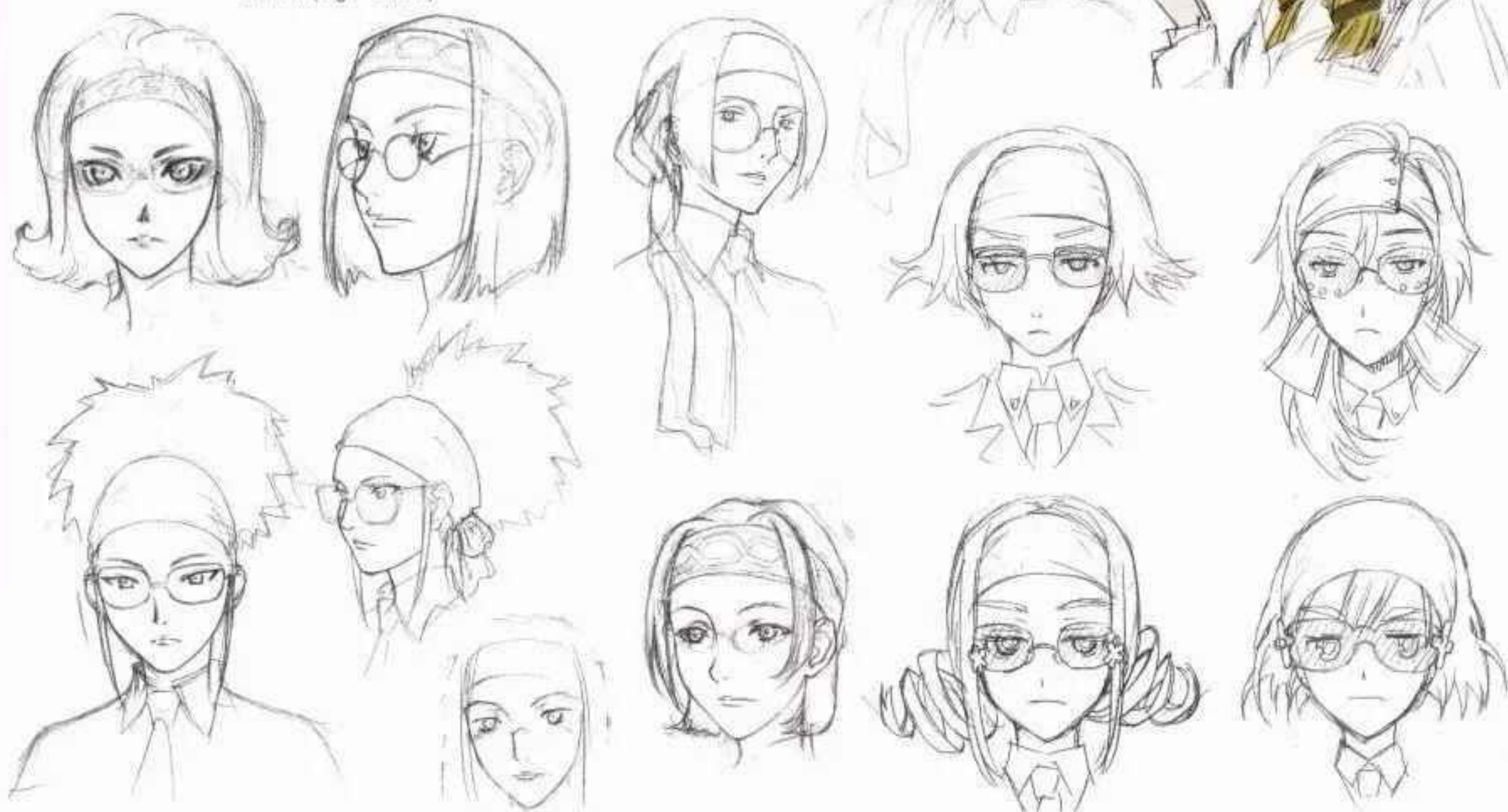


クロエ・ブリクセン

Chloe Blixen

DESIGNED AROUND THE BANDANNA

We used the bandanna as a sort of jumping off point for Chloe's character, as we thought that keeping her hair back with a bandanna might help to give off the "artist" vibe we were looking for. The reason some of these sketches show Chloe's bandanna with the traditional Darsen pattern is because the competition was open to everyone, including those who were not particularly familiar with the game. There was never any intention to make Chloe a Darsen. (Sega - Ozawa)



MELISSA DALEN

LOOKS KIND OF SHAGGY, BUT HER HAIR IS JUST UNKEMPT. (SHE CUTS HER OWN HAIR)

MELISSA DALEN

DARK LOUITA FASHION

LARGE TWIN TAIL VERTICAL ROLLS, MAYBE WITH A WEIRD HAT.



エリック・カンブマン

Erik Kampmann**"SCHOOL DELINQUENT", NOT "BATTLEFIELD DELINQUENT"**

The key word for Erik's design was "delinquent", but most of the entries seemed to be heavily influenced by the first game because they looked more like delinquent soldiers. Of course, we were looking more for a common delinquent student type, so we chose the most normal one out of the bunch. (Sega - Ozawa)



MOOLIGAN

MOSTLY SHAVED
HEAD WITH A
WHIP-LIKE
MOHAWK
EYEBROWS
ANGLED UP, WITH
EYES ANGLED
DOWN. LOTS OF
PIERCINGS.



ピート・スタンゲ

Pete Stang**PURSuing THE "CUTE BOY"**

Pete's key words were "kid" and "underling". We definitely wanted a "cute" boy, so we tried to avoid images that were reminiscent of underage soldiers from old western films. In my opinion, the band-aid across his nose was non-negotiable. (Sega - Ozawa)



BIG EARS
MONKEY FACE
CHESTNUT HEAD
UNIBROW



ネイハム・ドライヤ

Nahum Dryer

BUILDING A "FOREIGN PRINCE"

We asked for a "Foreign Prince", and we got a guy with a chonmage. (laughs) We didn't specifically ask for a Middle Eastern flavor, but most of the design ideas seem to lean in that direction. We sorted through the designs, avoiding anything that looked too much like a demon prince from an alternate dimension, and instead picked out the design that looked most like a "ridiculous prince". (Sega - Ozawa)



ACCESSORY ON
FOREHEAD

SLIGHTLY DARK SKIN

CHISELED
FEATURES

THICK LIPS

ARABIAN?



フランカ・マルティン

Franca Martin

REFINING DETAILS THROUGH COMPARISON

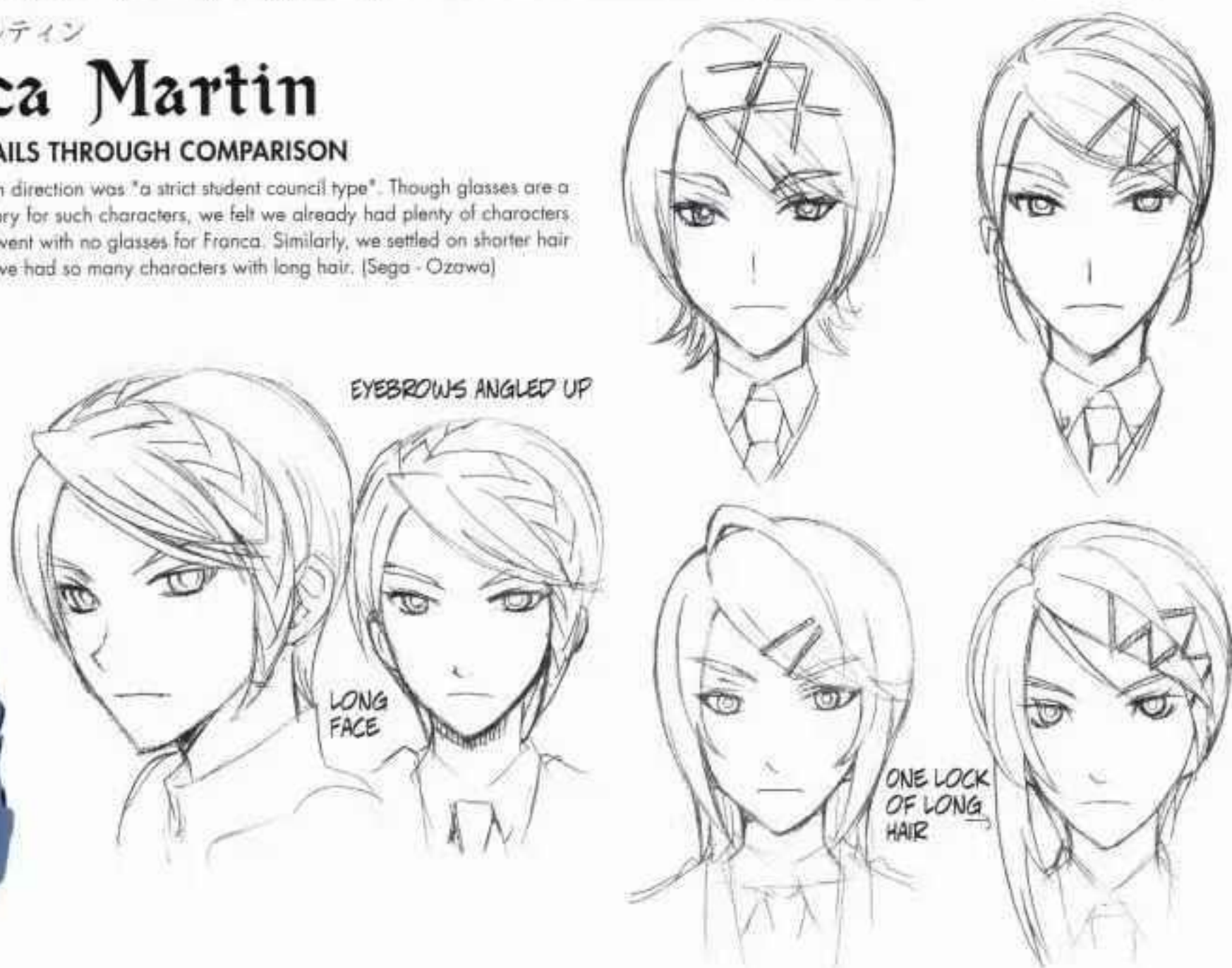
Franca's main design direction was "a strict student council type". Though glasses are a stereotypical accessory for such characters, we felt we already had plenty of characters with glasses, so we went with no glasses for Franca. Similarly, we settled on shorter hair for Franca because we had so many characters with long hair. (Sega - Ozawa)



EYEBROWS ANGLED UP

LONG
FACE

ONE LOCK
OF LONG
HAIR



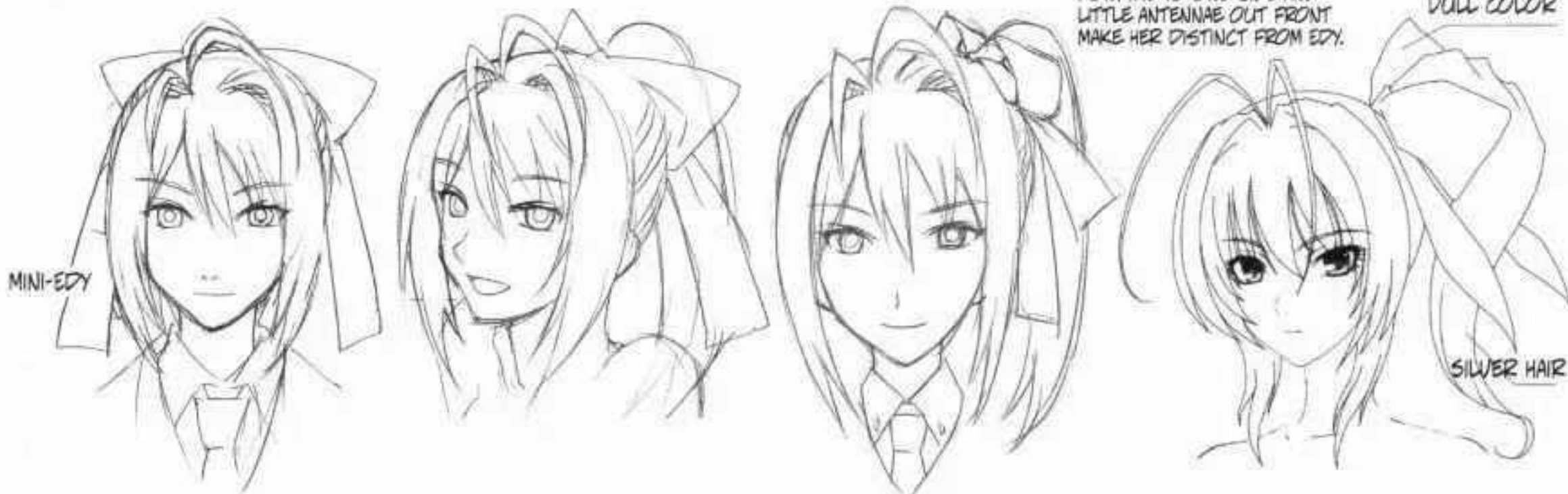


リコリス・ネルソン

Anisette Nelson

NO COMPETITION

Since we knew Anisette was supposed to be Edy's sister, it was an absolute necessity that they share some kind of resemblance. So instead of opening Anisette's character design up to the competition, we went straight to the person who designed Edy for the first game. The example image they produced is the one on the right, and based on that, the main designer for this game sketched out the three images on the left. Anisette's design process was the smoothest of all the classmates. [Sega - Ozawa]

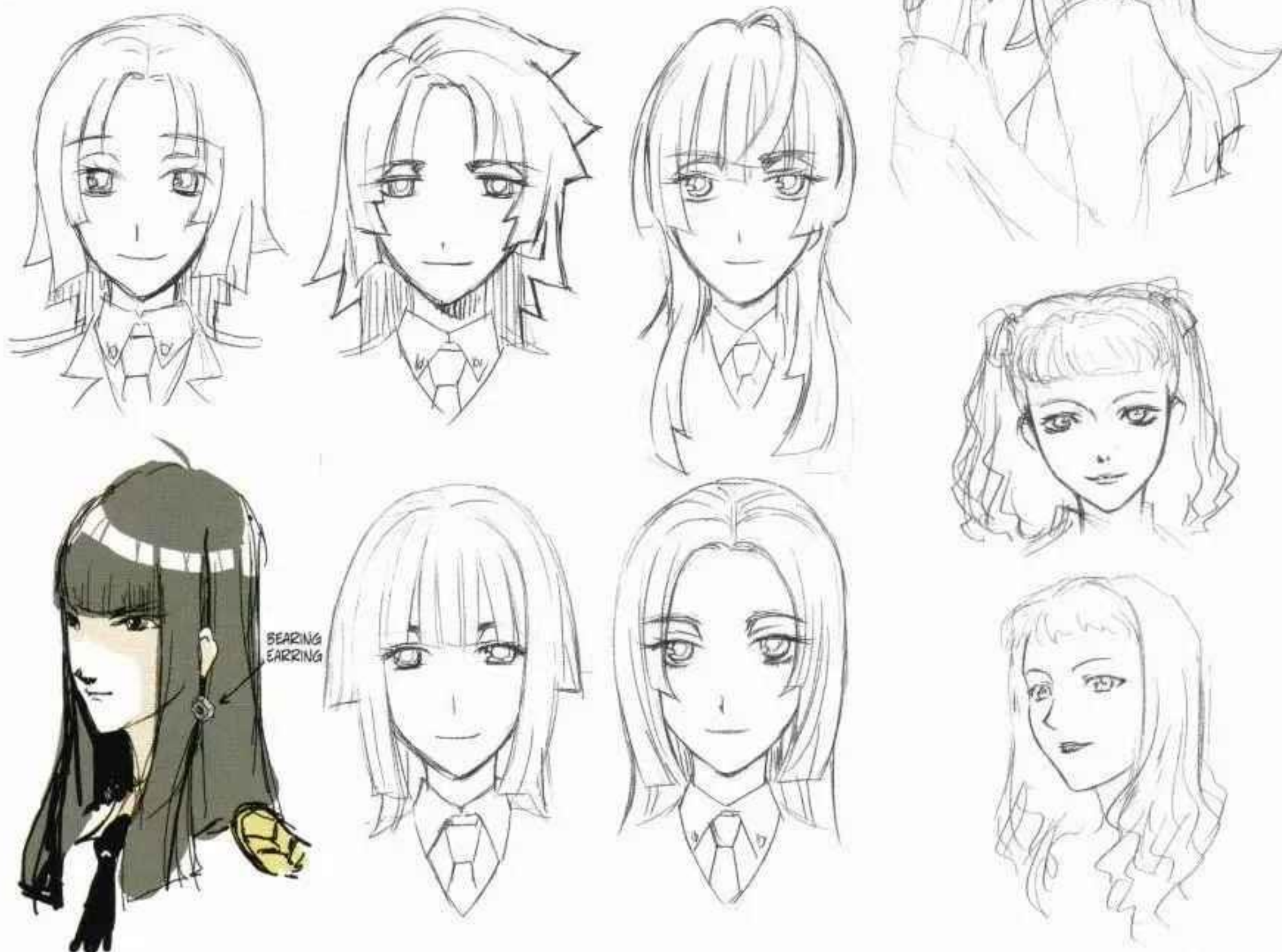


マリオン・ジークバース

Marion Siegbahn

MAKING AN HEIRESS WHO ISN'T SUSIE

Our main concern with Marion was to design the perfect heiress so as not to give away her secret fetish too early. Since we had Susie in the first game, who was one archetype of an heiress, we wanted to make sure Marion wasn't just a copycat of that character. To that end, we went with a more Japanese flavor, and a subtle personality. [Sega - Ozawa]



ライナー・トリスタン

Reiner Tristan

BALANCING AGE AND WEIGHT

Since the main bunch of characters is a group of young people, including Avan at age 17, we wanted a passionate male figure who would bring some weight to the situation. We couldn't have Reiner looking middle-aged, however, as he is the same age as Avan. So we aimed for a "mature looking" young man. (Sega・Ozawa)



SQUARE FACE
THICK EYEBROWS
THICK BONES
LARGE NOSE



SIDE VIEW



THE WISH REINER
MAKES AT THE
BEGINNING OF
EACH YEAR:

SCENES WHERE A
CHARACTER LIKE THIS
BREAKS DOWN INTO
TEARS ARE ALWAYS
DRAMATIC

WORLD
PEACE

REMINISCENT
OF LARGO



SCARS ON THE
FACE, AND A
SPLIT CHIN!

FERVOR





ヴァリオ・クラーツ

Vario Kraatz

HYBRID OF MULTIPLE DESIGNS

The theme for Vario's character was "an idiotic rocker". For the final design, we took elements from multiple ideas and blended them together. The first design element that settled into place was the eyepatch. From there, we explored various hairstyles, but we thought the punk rocker hairstyles would stray too far from the 1930s era we were aiming for, so we settled on a slicked back look instead. (Sega - Ozawa)



VARIO (MUSICIAN)

ROCKER STYLE
(PUNK?)

KEEPS HIS HAIR
TOGETHER WITH A
HEADBAND, AND
THE BITS STICKING
OUT ARE SPIKED.



MID-TEENS





ユジム

Jugin

DARK, SHADOWED IMAGE

The key words for Jugin were "elder" and "shut-in", so most of the design ideas were pretty gloomy. Whenever we work on a Darcsen, the most challenging yet enjoyable part is figuring out how to incorporate the Darcsen cloth. In Jugin's case, it didn't take very long, as the muffler idea came up pretty early on and was an instant hit. (Sega - Ozawa)

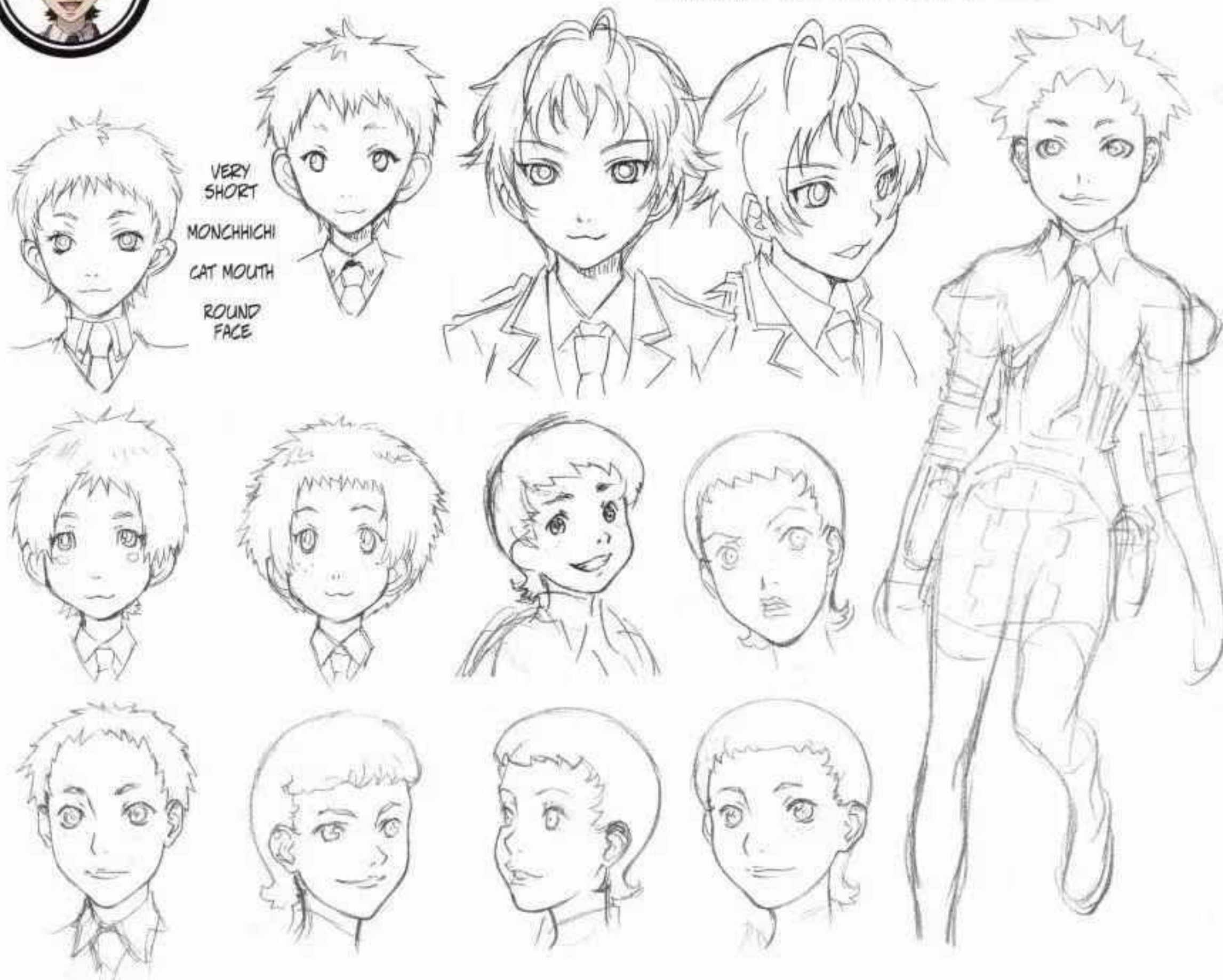


ノエル・ヴィロック

Noel Willoch

ADDING THE HAT AS A MILITARY ACCESSORY

Noel's theme was "a cheerful girl with military aspirations". All of the submissions covered the "cheerful" part well, but none of them really gave off a "military aspirations" flavor. So after we settled on a design, we added a military hat to complete the character, like we did with Helmut. (laughs) (Sega - Ozawa)





コリーン・セルシウス

Coleen Celsius

DISCARDING THE COMPETITION TO PURSUE THE ERA

Coleen had to be a character that anyone could identify as a beautiful girl. We almost settled on the designs located at the top here, but we decided she needed a look that was more distinctly from the 1930s. Though we ended up going with a new design, we still included some of the design elements from the competition like the general look of the face and the headband with an attached flower. (Sega - Ozawa)



SELF-ASSURED



LOTS OF VOLUME



LIKE THIS.

DARKER SKIN



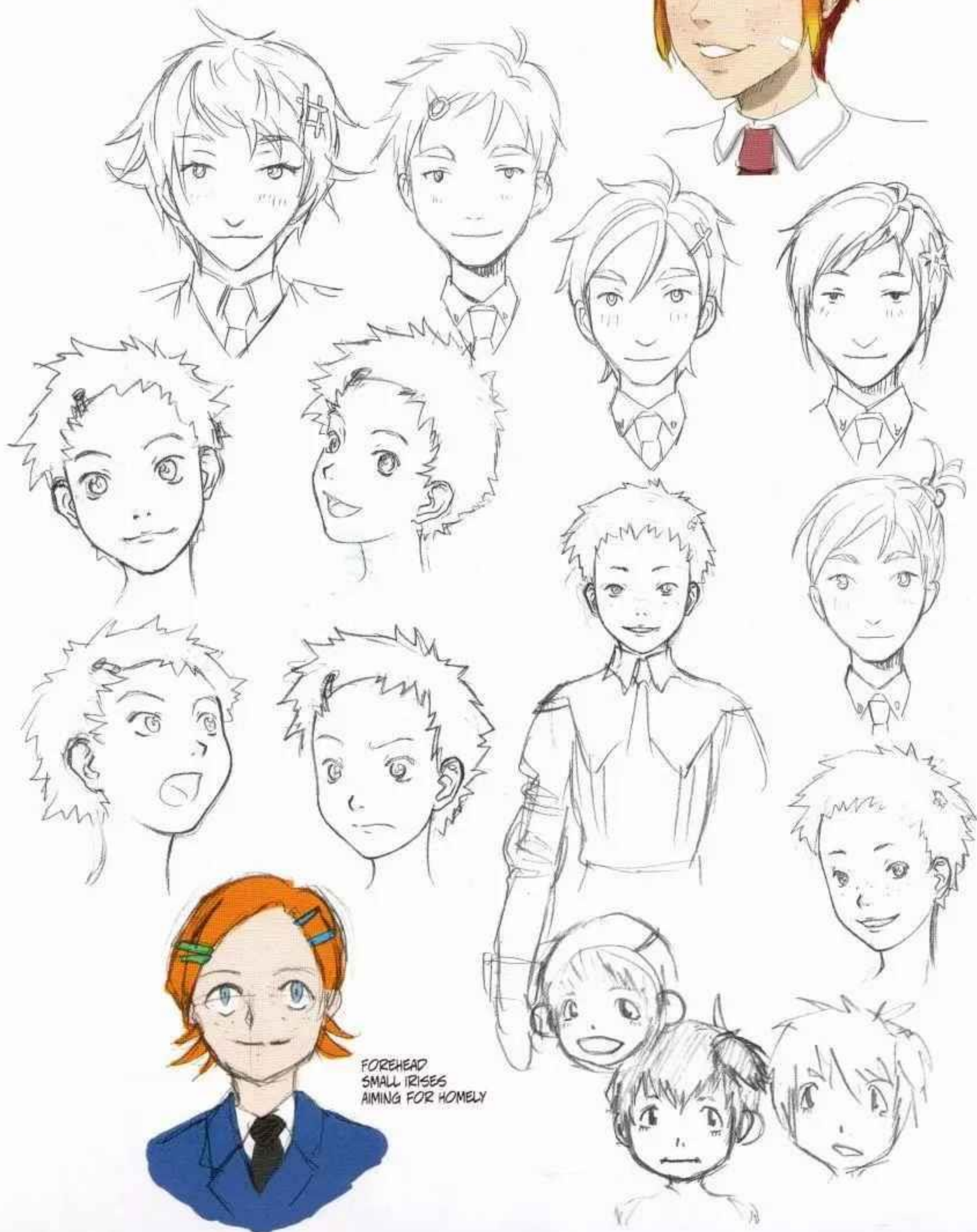
LARGE ROLLS OF HAIR

ルネ・ランドール

Rene Randall

MUST NOT BE "TOO CUTE"

We wanted to create a situation where someone who just looked at the art of Rene would say, "She's not very cute," only to be met with a passionate rebuttal from someone who has played through her character event. (laughs) We didn't ask for any specific hairstyle, but we did offer words like "sporty" and "tomboy", so all of the submissions came in with short hair. (Sega・Ozawa)





レイモンド・モーエン

Raymond Moen

OOZING WITH KINDNESS

We were looking for a character that looks like he belongs on the front lines, but as far as his personality is concerned, is best suited for the role of an Engineer. It wasn't enough to have a powerfully built guy; we needed a design that made his innate gentle nature quite obvious. (Sega - Ozawa)



SMALL, DARK EYES.

SMALL LOCK OF LONG HAIR
IN THE BACK FOR SOME
FEMININITY.

ランディ・ハムスン

Randy Hamsun

SEEKING BOTH GOOD AND EVIL SIDES IN THE COMPETITION

We already knew Randy would have two sides to his character when we started the competition, so we asked for both, though we were careful to specify that when he is in his "good" mode, there should be no hint of his evil side. We wanted a purely harmless honor roll student so it would be more of a surprise when his darker side was revealed. The designs that were submitted were surprisingly similar, and we ended up picking the design with the little bits of hair curling out at either side of his head to give him a unique look. (Sega - Ozawa)





ハインツ・ギルデン

Heinz Gilden

DESIGNING A BUTLER THAT WOULD PLEASE THE FEMALE PLAYERS

Obviously, the theme for Heinz was "butler". Every single submission included a monocle, so clearly that is some kind of mandatory accessory for a good butler. (laughs) At the time, there was a bit of a butler fad going on in popular culture, so we aimed to design a butler that our female players would love. (Sega - Ozawa)

HAIR GOING
EVERY WHICH
WAY.

MONOCLE

SUCKED HAIR

POINTY CHIN

UNIQUE
MONOCLE

RANDY HAMSUN

EVIL

GOOD



RANDY (SINISTER)

SHORT HAIR WITH FOREHEAD EXPOSED.
TIPS OF HAIR ARE SPRINGY AND GO IN
RANDOM DIRECTIONS.

GOOD

EVIL



ソフィア・コリンズ

Sofia Collins

STRAIGHT FOR SEXY

Since Sofia was going to be taking on the erotic aspect of the game, we asked for an obviously sexy young woman who looks like she enjoys toying with men. Of the submissions that came in, we avoided anything with hairstyles that were too fancy, as we wanted the strength of Sofia's character to come from within. We also avoided any designs that had too much modern flavor to them, and that's how we ended up at our final design. (Sega - Ozawa)



マガリ

Magari

DARCSEN CLOTH WON THE DAY

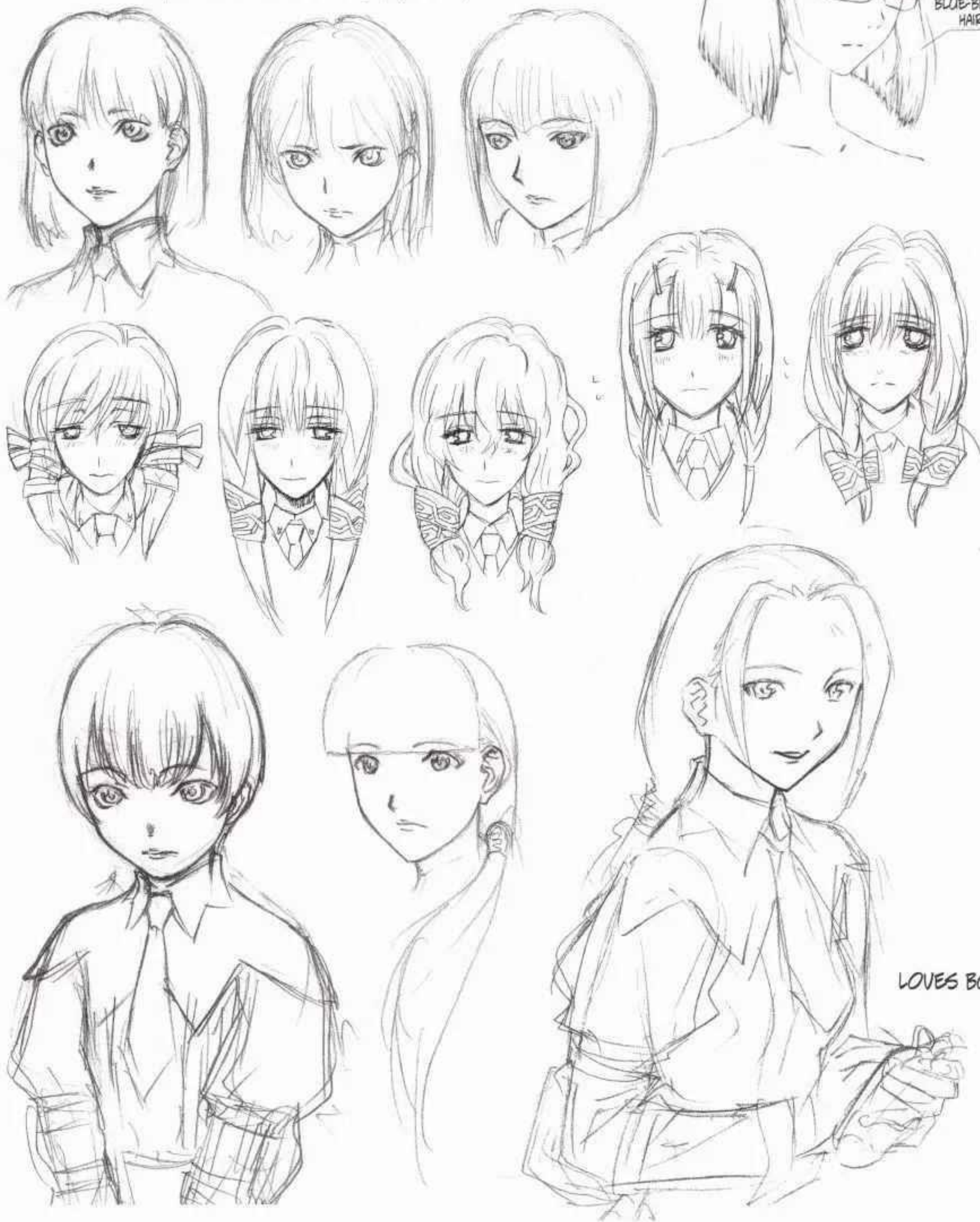
We asked for a pretty Darcsen girl who is a bookworm, but somewhere along the line there was a temporary misunderstanding where Magari and Mischliitt were mixed up, so there are a few Magari design submissions that seem more appropriate as Mischliitt designs. A major factor in selecting the final design was how the designer used the Darcsen cloth. We put up a few variations of the same design, and put it to a vote to settle on the final design. (Sega - Ozawa)



DARCSEN PATTERN



BLUE-BLACK HAIR



LOVES BOOKS



ビッキー・ベイティア

Vicky Baytear

THE WEIRD ONES NEED TO BE CUTE

The theme for Vicky was "aggressive wild child". With all of the transfer students, we wanted to give them each a unique impact so that the players would instantly take to them. But because the concept for Vicky was more outlandish, we had to ensure she was especially cute so that the player would want to use her in their game. (Sega - Ozawa)



FACE PAINT,
MESSY HAIR,
SQUARE JAW.



HAIR ACCESSORY
MADE OF BONES.



TIED WITH GRASS.



WILD CHILD VICKY



ヨアヒム・オーセン

Joachim Osen

TRYING OUT DIFFERENT HATS

The concept for Joachim's character was "the happy-go-lucky guy". The hat that is clearly not standard issue is a representation of his personality. The final hat design was chosen because it slightly resembled a tank pilot's helmet, while clearly dismissing all military flavor, which we thought was fun. (Sega - Ozawa)



モーリス・リング

Morris Lling

THE LEAST UNIQUE CHARACTER

When Coleen's feelings for Morris were revealed in the game, we wanted the player's reaction to be somewhere along the lines of, "Why him!?" We intentionally avoided including any design features that players tend to like, and we removed the glasses because we felt we'd have too many characters with glasses. (Sega - Ozawa)





ジャミル・カインズ

Jamill Caines

STRAY SHEPHERD

Jamill's initial concept was "middle-aged gambler priest", so there is definitely a distinct priest flavor to Jamill's design. We wanted him to carry the air of someone who had turned his back on whatever deity he used to believe in. Since these are just rough ideas, many of them include a cross, but there is no religion in the game world that uses a cross as its symbol. (Sega+Qzawa)

EARLY 30S

FRONT VIEW →



EARLY 30S

5 O'CLOCK
SHADOW

BEAK-NOSE

PRIEST

GAMBLER



"HEY, BOY...
WANT TO TEST
YOUR LUCK?"



BEAK-NOSE WITH
CHISELED
FEATURES. DON'T
KNOW WHAT
COLOR THE HAIR
SHOULD BE

MIGHT LOOK A BIT
DIFFERENT FROM THE
FRONT



JAMILL (PRIEST)

LONG BLACK HAIR
(WAVY)

BEARD

BLACK TURTLENECK
UNDER UNIFORM



ミシュリット

Mischlitt

STARTED WITH A ROMANTIC STORY

We initially had Mischlitt set up as the serious student type who knew nothing of love or romance until she fell in love with Avan, so we asked for a pretty Darcen girl without an inkling of sex appeal. When deciding on the final design, we were careful to make sure Mischlitt's design was not too similar to Franca's. (Sega - Ozawa)



GENIUS

HAIR SPLIT IN THE MIDDLE, AND A THICK BRAID.



アレクシス・ヒルデン

Alexis Hilden

MALE APPEARANCE A MUST

Alexis was centered around the themes of "a beauty dressed like a man" and "overcoming gender bias". Although there is a character that looks an awful lot like Alexis in one of the early concept drawings (see page 262), that is just a coincidence, as we hadn't even come up with the idea for Alexis at that time. We were, however, already discussing the possibility of a female character trying to pass herself off as a male. (Sega - Ozawa)



COOL

TWO-TONE HAIR

ONE EARRING



HAT...?

TAKARAZUKA-STYLE
HAIR, WITH A LONG
FACE AND GOLD
EARRINGS.

イングヒルト・ノベール

Inghild Noverre

CLEARLY DIFFERENT

The key phrase for Inghild's design was "European holy maiden". We couldn't have a simple nun design, since in this game world she would have to belong to the Yggdism religion, and we definitely wanted someone memorable, so we picked the most outlandish design. (Sega - Ozawa)



PROPHET

LONG BLACK HAIR, WITH WHITE
HEADBAND (HAIR ACCESSORY). HER
SILHOUETTE COULD BE TAKEN AS
EITHER A NUN OR A HOLY MAIDEN.



ラビニア・レイン

Lavinia Lane

IN YOUR FACE

The concept behind Lavinia's character was "an in-your-face big sister type". Since she was going to be the player's link to the R&D Building, we wanted her to be unique in her own way. We further refined the designs by seeking an almost masculine dependability, as well as a general appearance that would make it clear that she is a mechanic. (Sega - Ozawa)



GALLIAN CAMO





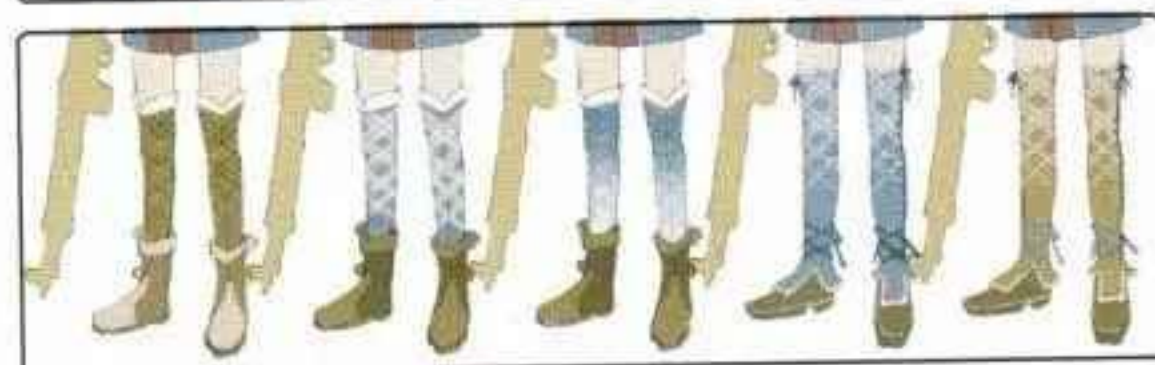
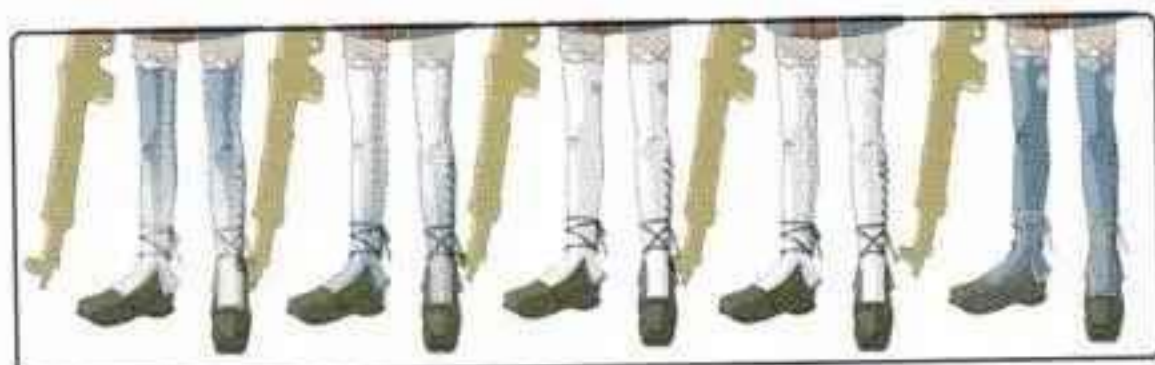
Military Academy Battle Dress Uniforms

Although Valkyria Chronicles 2 takes place in the same setting as its predecessor, the characters being played belong to an entirely different organization from those of the first game, so all-new battle dress uniforms had to be designed for the battlefield. There is still plenty of familiar flavor carried over from the first game, with the added theme that these characters are students. There are also different outfits for the different classes.



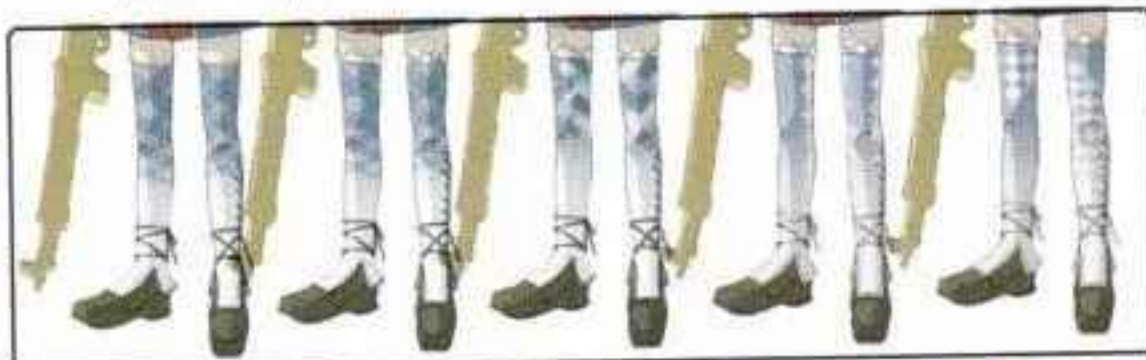
EARLY MALE BATTLE DRESS UNIFORMS

These are the early battle dress uniform designs for the male Shocktrooper, Scout, Lancer, Engineer, and Sniper, with different colors for each unit class. There are also ideas for second and third tier classes for the Scout, Lancer, and Sniper.



EARLY FEMALE BATTLE DRESS UNIFORMS

Early designs for the female Scout. The marking on the back is that of a Shocktrooper, but the weapon is a Scout rifle. With the Scout design as a base, they explored possibilities for the other classes. Though none of these designs were used, the scarf feature seems quite similar to that of the final design.



EARLY FEMALE BATTLE DRESS UNIFORMS (LEG VARIATIONS)

Many different possibilities were taken into consideration, ranging from the high-cut fur boots from the first game, to low-cut boots. The boots from the first game were apparently deemed too bland, and so they tried out leg guards with lighter colors and patterns.



BASE CLASS BATTLE DRESS UNIFORMS

In the first game, the only female battle dress uniform design that was considered was for the main character, but in this case, battle dress uniforms had to be designed for all five base classes for the female.



ADVANCED SCOUT CLASS BATTLE DRESS UNIFORMS

These designs were created after the Class Change System was brought to the table. The Shocktrooper marking on the back is just a placeholder, and we can see how the weapon and armor upgrades get more impressive as the class advances.

**MALE BATTLE DRESS UNIFORM
ENEMY COLOR VARIATION**

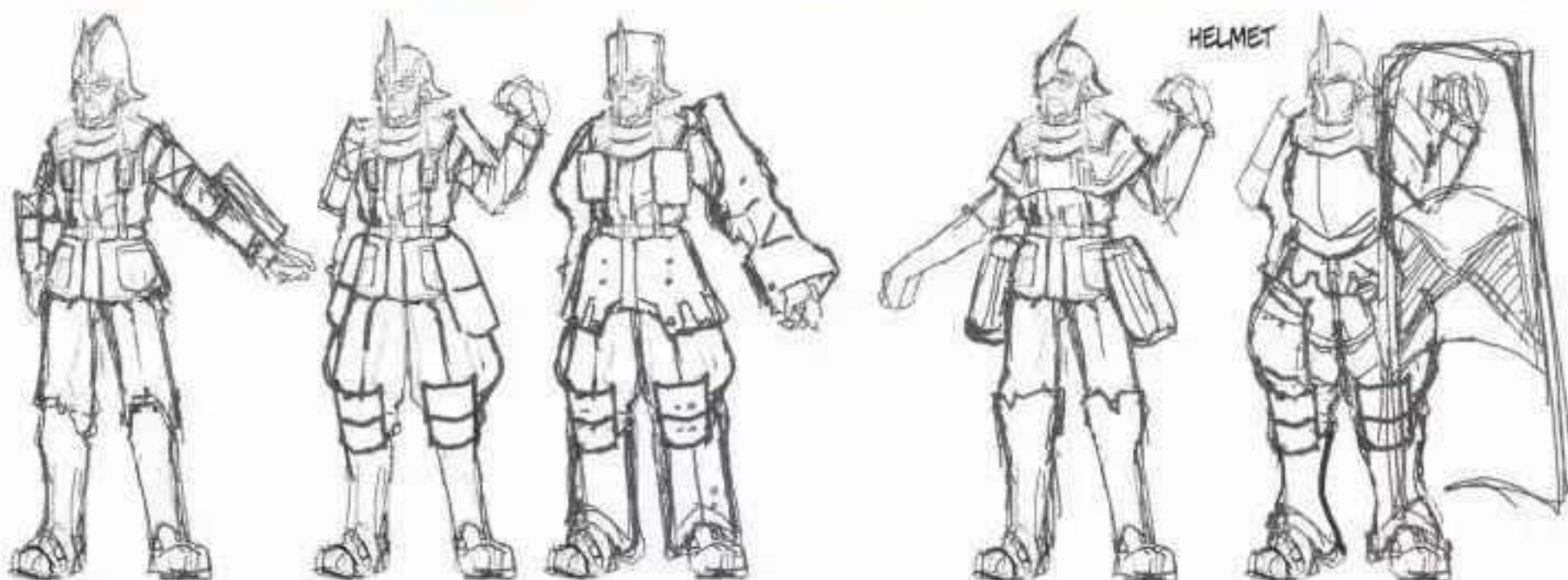
With the incorporation of the necktie into these designs, they are getting closer to the final design. Blue has always been the color for Gallia's troops, but here they explored the possibility of using class markings on a red battle dress uniform. There is also a design for the Engineer class.

**FEMALE BATTLE DRESS
UNIFORM COLOR VARIATIONS**

These designs are also quite close to the final design, though there are still many differences, such as the thickness of the leg guards on the Lancer suit. There is also a wrench marking, which is thought to be for the Engineer class, as well as an entirely unfamiliar class marking. Such details are unique to mid-development illustrations like these.

Rebel Battle Dress Uniforms

As with the enemy units in the first game, these battle dress uniforms seem to be based around chitin armor designs. Though the breastplate isn't quite there yet, some of these designs are very close to the final designs that were used in the game. It is clear that they were still exploring different possibilities for the helmets.



SCOUT

SHOCKTROOPER

LANCER

ANTHEM CORPS

MAULER

EXPLORING DIFFERENT ENEMY COLORS THROUGH MODELS

These are the 3D models for the Normal Unit, Commander Unit, Support Unit, and Ace Unit. As with the first game, the stronger the unit, the brighter their color.

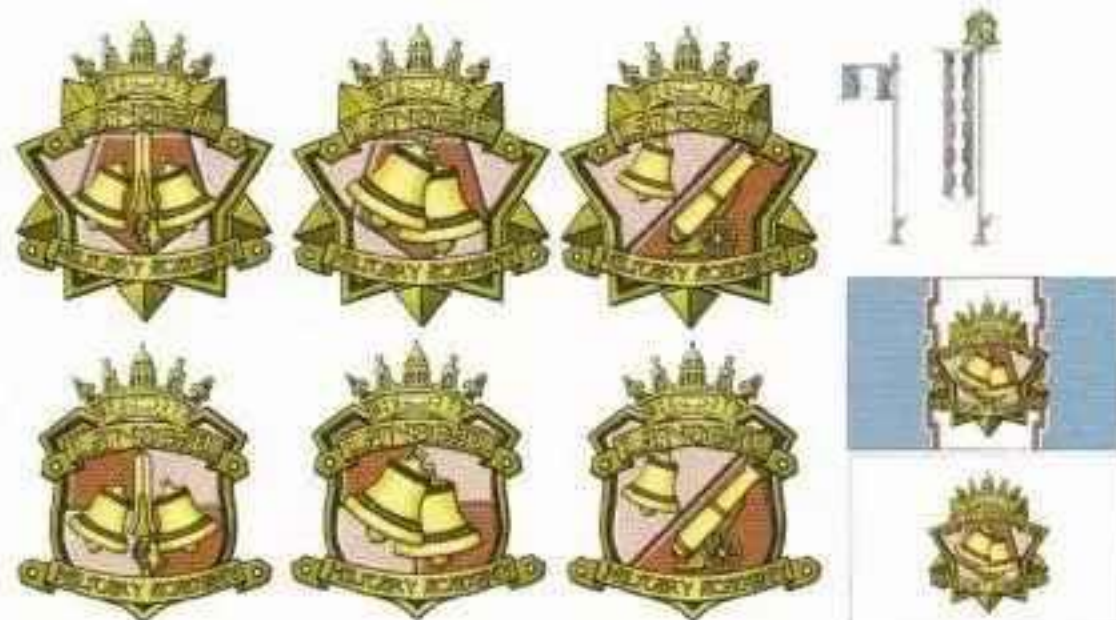
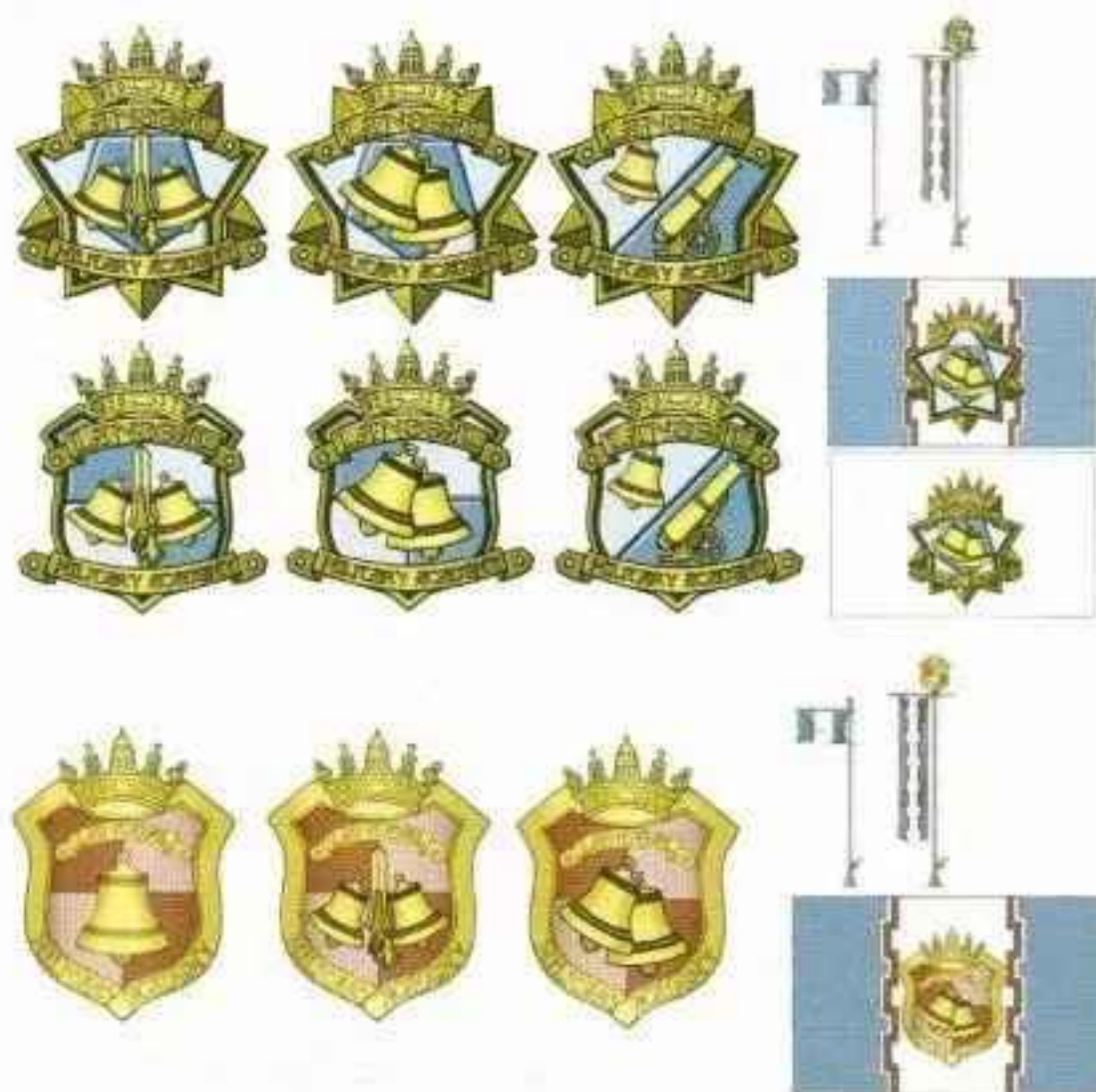




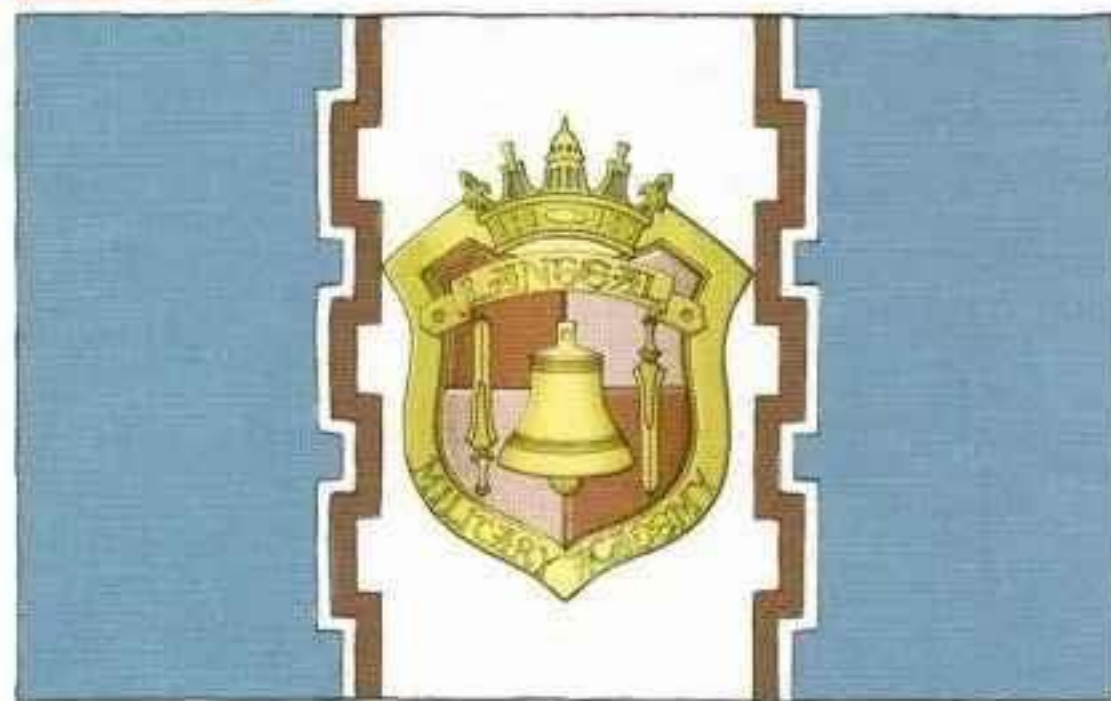
Emblems, Flags, etc.

LANSEAL'S SCHOOL CREST

The designs were split between two major shapes: a star and a shield. The final design uses the shield shape. It seems the bell was always part of the crest design, and the big question was what would accompany the bell.

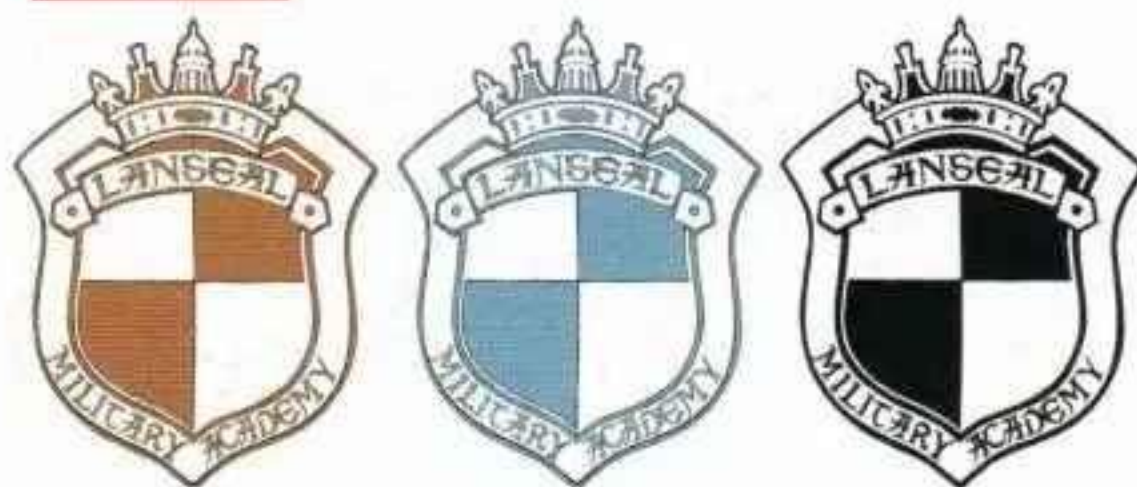


FINAL DESIGN



MILITARY ACADEMY FLAG

FINAL DESIGN



UNUSED

UNUSED

MILITARY ACADEMY SIMPLIFIED CREST
THIS CREST CAN BE USED ON THE CHARACTERS' CLOTHING.

FOR THE CINEMATICS, IT IS POSSIBLE TO REMOVE THE "LANSEAL" RIBBON AND THE "MILITARY ACADEMY" TEXT.

As with every other aspect of the game, Lanseal's school crest and the Rebel flag went through some tough scrutiny before the final designs emerged. An image of a cannon was considered for Lanseal's crest, but was deemed inappropriate for a school that was founded 217 years ago. The crest with just the bells looks quite fancy.



UNIFORM CREST

The crests that are sewn onto the students' uniforms were considered after the actual school crest was determined. They considered different colors like red, blue, and black, with the final color choice being red.

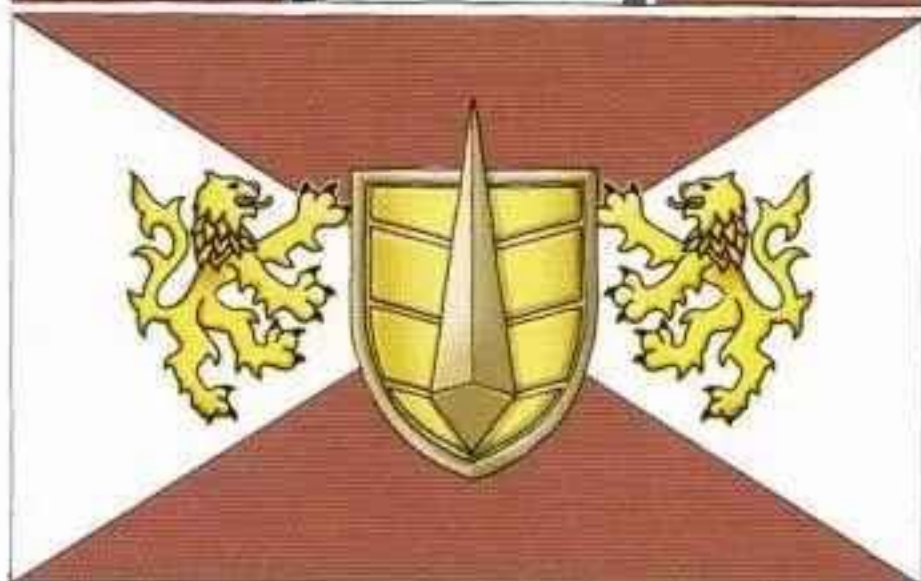
REBEL FLAG

It was determined early on that the Rebel flag would include images of lions, a shield, and a lance. The final design has a saltire background, and makes one think of a "Z flag".

CIVIL WAR = BOTH SIDES ARE FOR GALLIA, SO THE GENERAL LOOK SHOULD BE THE SAME.

REBEL (REVOLUTIONARY ARMY) FLAG

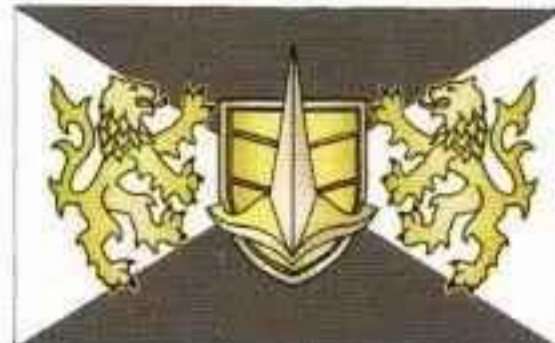
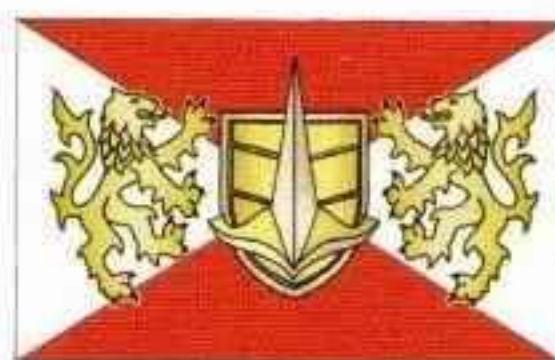
LIONS: SYMBOL OF GASSENARL
CENTER: LANCE AND SHIELD OF
THE VALKYRIJ



RANDGRIZ COLOR = BLUE
GASSENARL COLOR = RED
THE ZIGZAG PATTERN IS A
TRADITIONAL GALLIAN
DESIGN.

← THIS FLAG HAS STRONG
CONNOTATIONS OF A
"NEW GALLIA".

THIS FLAG IS MORE SUGGESTIVE
OF AN ENEMY FLAG.



→ FINAL DESIGN



PRE-ORDER BONUS EXCLUSIVE ILLUSTRATIONS (ROUGH DRAFTS)

These are the rough sketches of the exclusive illustrations handed out as pre-order bonuses. They were sketched by Raita Honjou's own hand, as he was responsible for the designs of the main characters. It is not often that Honjou's rough sketches are made public, so this is truly a rare treat.



Locations

LANSEAL ROYAL MILITARY ACADEMY

VARIOUS IDEAS INCLUDING A LONE ISLAND ON A LAKE

In depicting life at a boarding school, the game would have to follow the characters through their time outside of the classroom as well. This meant the designers were tasked with creating an environment that served to both highlight the unique lifestyle found within the walls of a military academy, as well as make the daily lives of the students feel familiar to the player. The fact that many of the early designs show the academy being cut off from the outside world means that may have been considered as a way to excuse some of the elements that seemed to be out of place in the pre-established game world.

EARLY STORYBOARD

An early visual of "VC2". From medieval castle to dirigible, many of the details that made it into the final game can be seen here, though this particular image has a stronger fantasy genre feel to it.



With the main location of gameplay determined to be the military academy, many ideas were considered for the geographical location of the academy, as well as its surrounding environment. Most of the early ideas seem to have the academy rather isolated from external access. The final design changed this detail, though the bridge leading to the main gates remained as part of the setup.

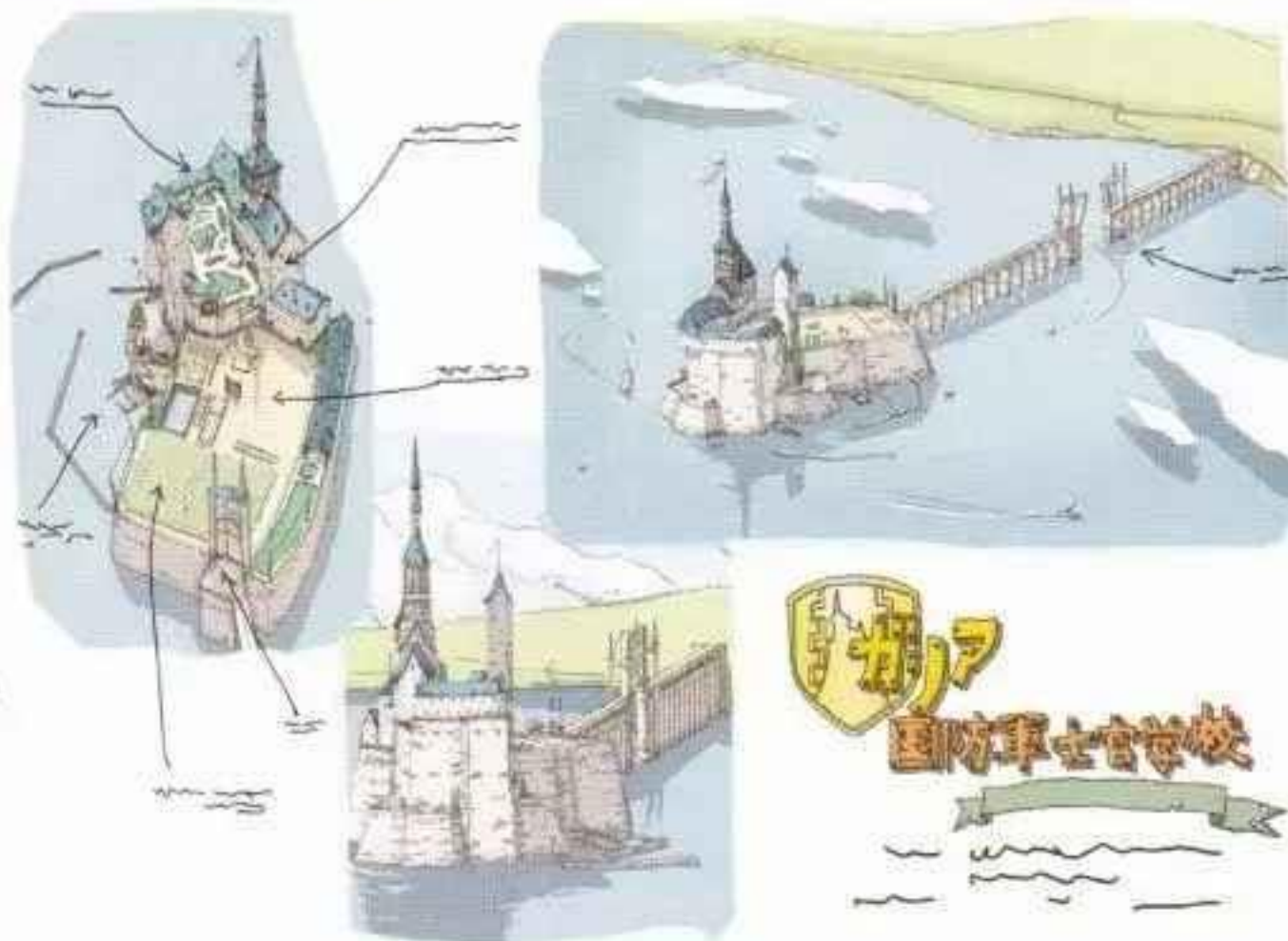


"FLOATING GARDEN"

By placing the academy atop a high sheer cliff, its only connection to the outside world would be a single bridge. This design is reminiscent of the Abbey of Monte Cassino in Italy. This academy looks smaller than the final version.

"CASTLE ON THE LAKE"

This design shows the academy moved from the cliffs to a lake, though the long bridge is still an integral part of the layout. The tall spire also seems to be a common design element, and later designs would reveal that it is a clock tower. It seems the famous bells of Lanseal were not yet a part of the design at this time.



REFINING THE ACADEMY DESIGN FROM A GAMEPLAY PERSPECTIVE

These images are from the development stages where they were further refining their ideas for the academy. There are little notes on some of the images, pointing out places of interest like the main school building, the drill grounds, the dorms, and the clock tower. It would also appear that the memorial tree was a constant design element for a while.

❖ EARLY ACADEMY IMAGE



"INLET ACADEMY"

This academy is built along an inlet, on rather flat plains. It is fairly close to the final design. In the above image, the drill grounds have more of a colosseum look to them.



"CLIFFSIDE ACADEMY"

In these designs, the academy is built into the side of a cliff. They seem to include some elements of the "Castle on the Lake" idea, as there is a lot of water in the surrounding area. The height variance allows for a waterfall, and in the image on the left, the drill ground is located on its own little island out on the water.



"SHATTERED DOME"

In these designs, the academy is built into the side of a cliff. They seem to include some elements of the "Castle on the Lake" idea, as there is a lot of water in the surrounding area. The height variance allows for a waterfall, and in the image on the left, the drill grounds are located on their own little island out on the water.



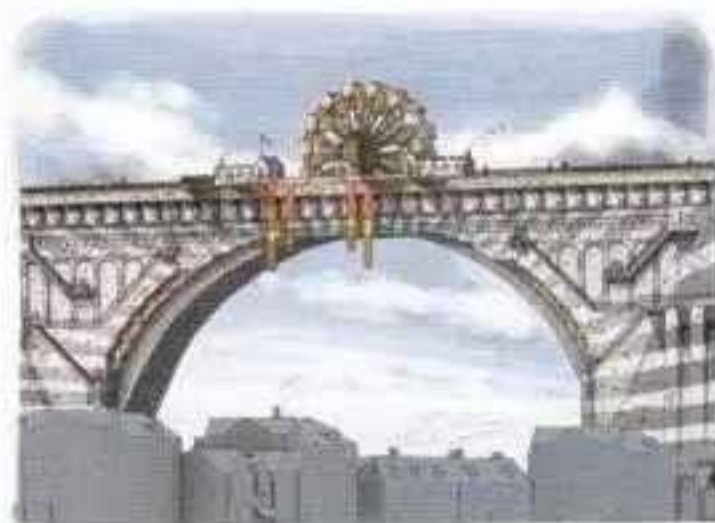
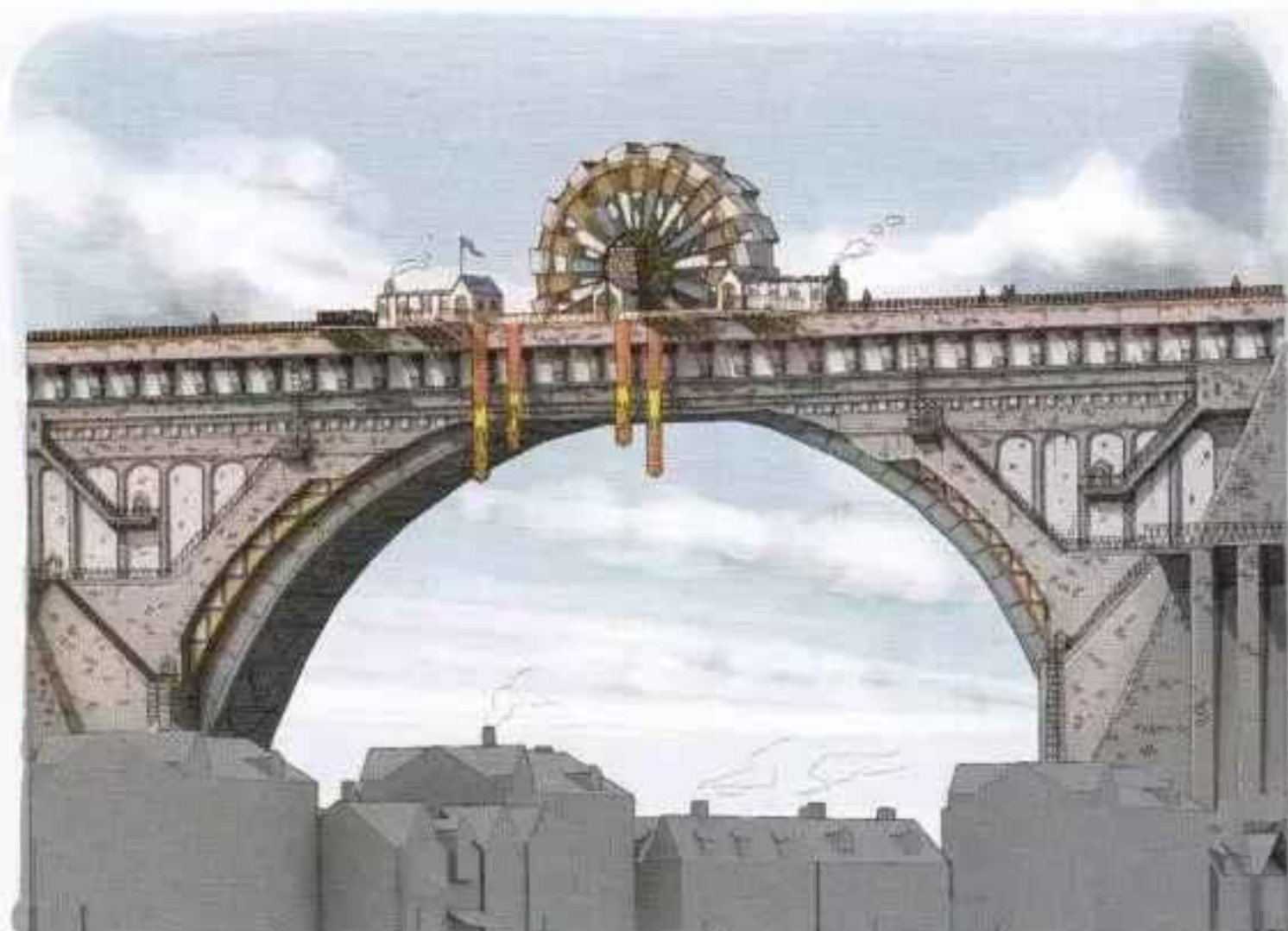
ANTHOLD AQUEDUCT

CREATED FROM A DETAILED 3D MODEL

A tactical map with varying elevations was an idea that was present from the early stages of development. The aqueduct soon followed, and a beautiful 3D model was created in order to refine the details.

HISTORIC AQUEDUCT SCENE

Humans cannot live without water, and so this aqueduct was a key structure in the evolution of this town. With varying elevations, it would take modern technology to move the water that had gathered in the lower areas back up to the higher areas. The aqueduct was built in order to use the power of water as a source of energy.

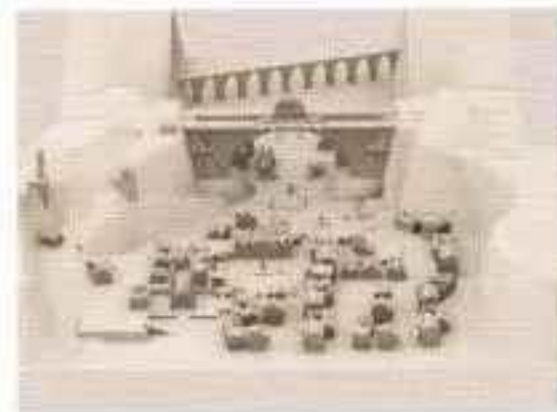


DIFFERENT AQUEDUCT MATERIALS

The general shape of the bridge was determined at an early stage, but a few different options were considered for the materials and coloration. Though metal was one of the options, the designers opted for stone in the end to give off the sense that the bridge had been constructed long ago.

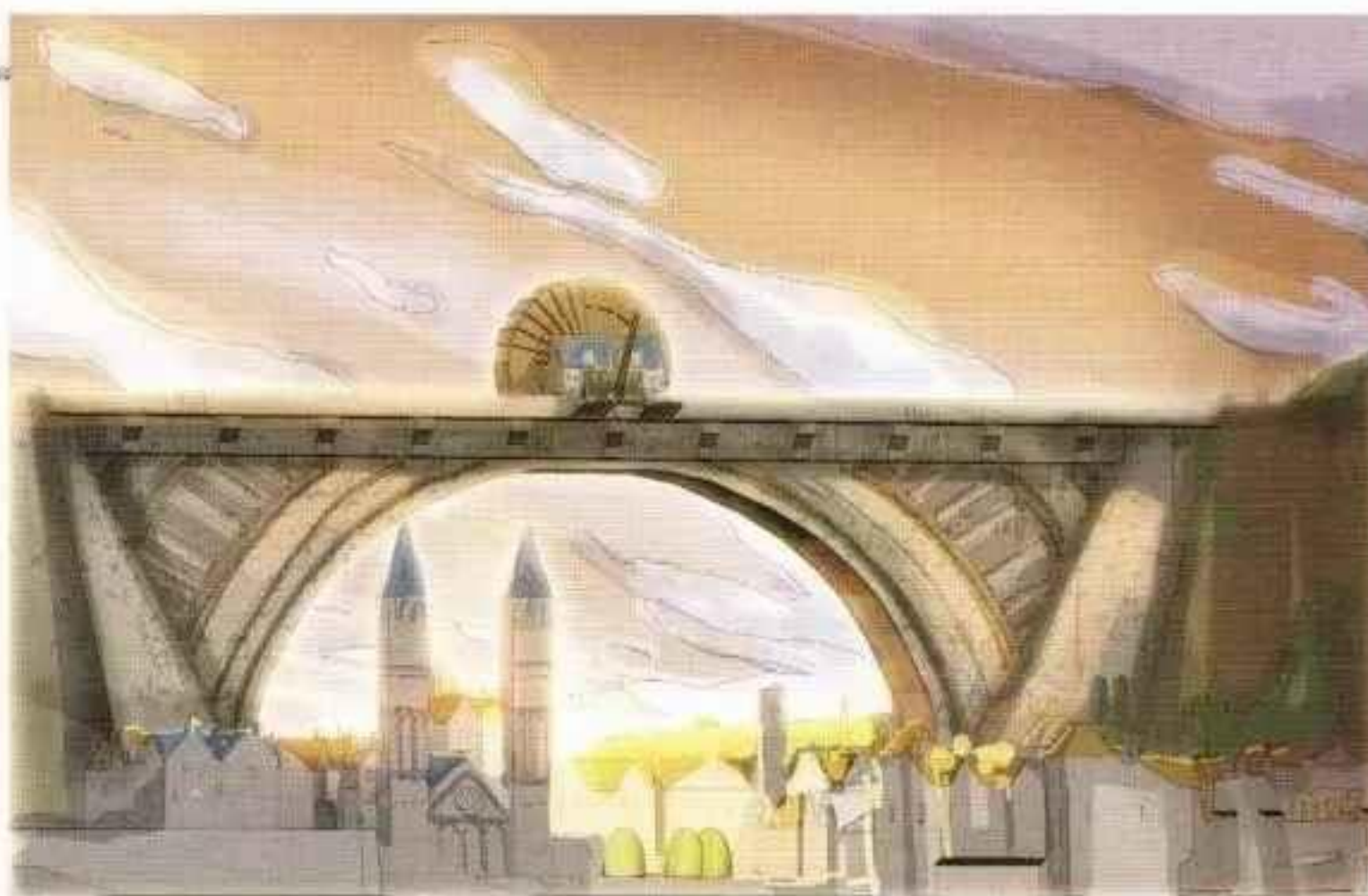
EXAMINING THE AQUEDUCT FROM EVERY ANGLE

The city of Anthold is open to the sea, nestled in the embrace of the aqueduct. A 3D model was created in order to organize the buildings and general setup of the city before placing it into the game.



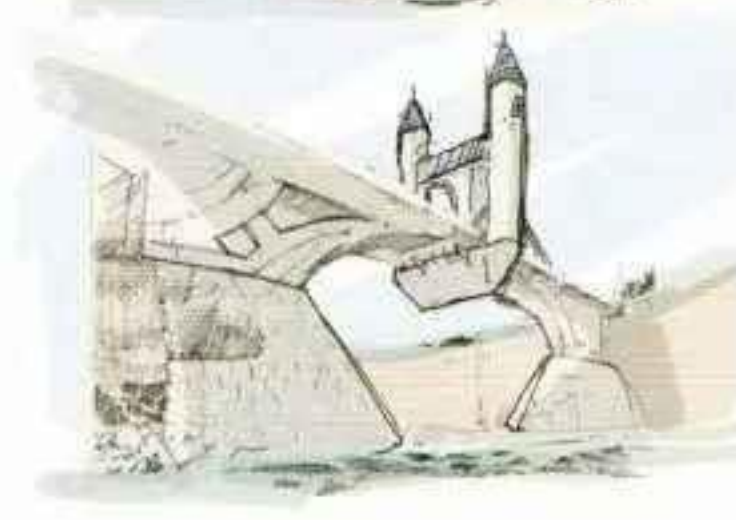
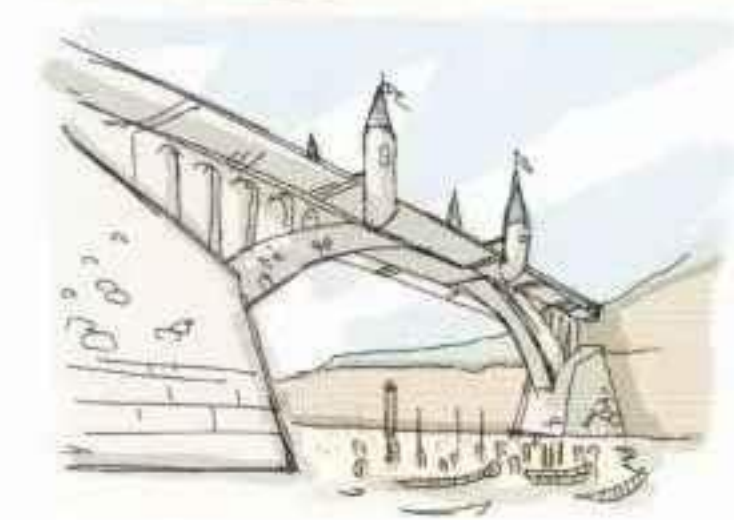
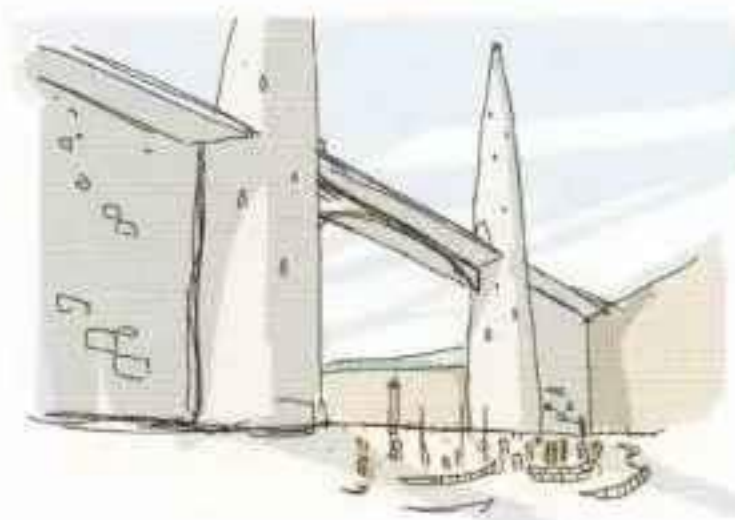
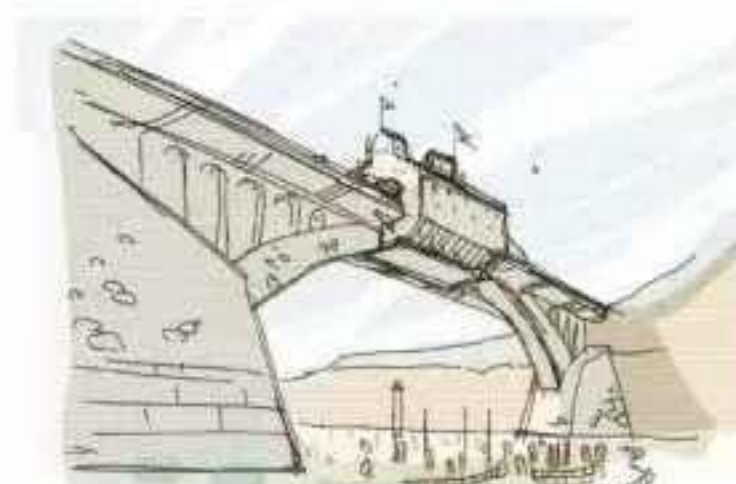
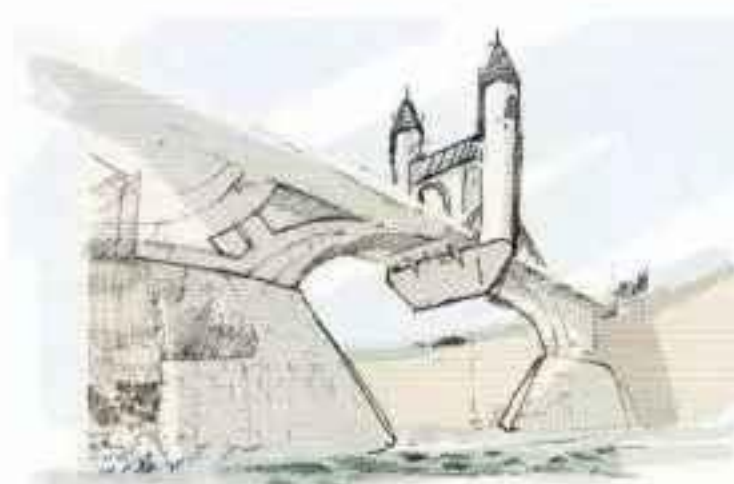
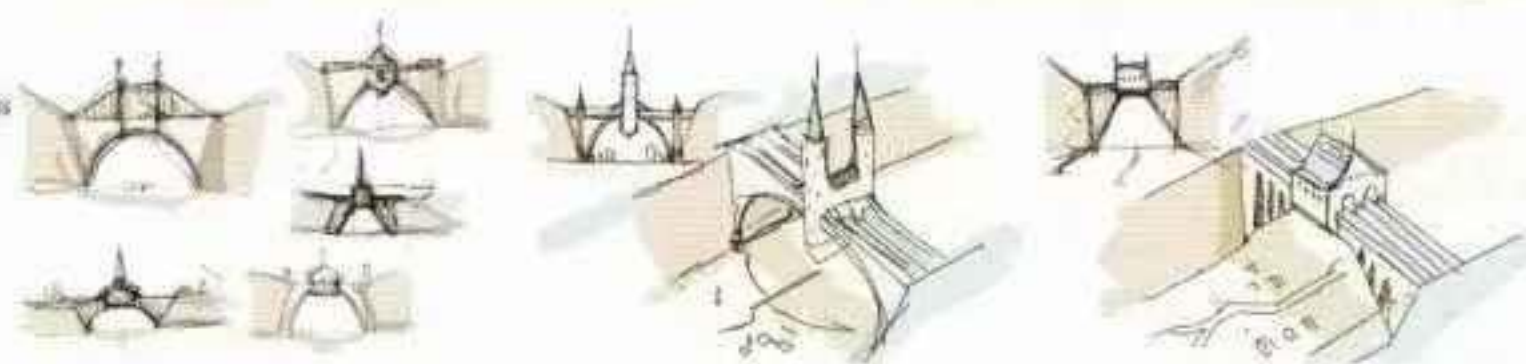
GLOWING AQUEDUCT

This beautiful scene depicts the aqueduct at sunset. Though it is not clear where the sun is located in this image, judging from the geography of Gallia, it is safe to assume that the sea is located to the west.



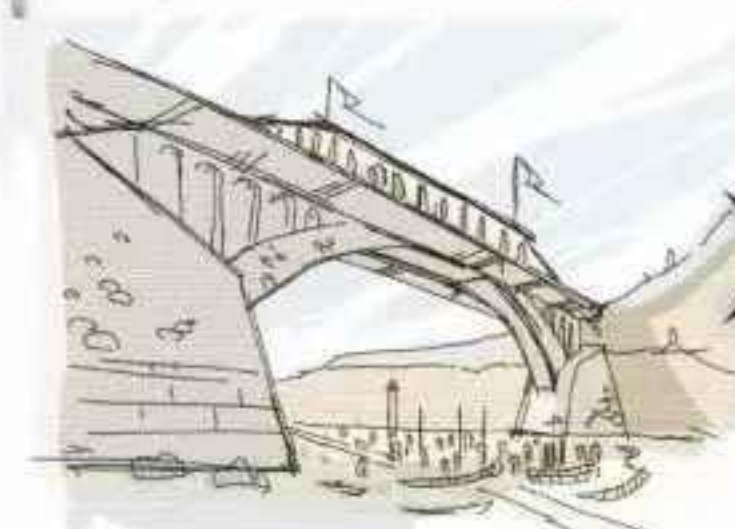
DIFFERENT SHAPES

Before the aqueduct became an aqueduct, it was a regular bridge. They considered placing the bridge either over a river or over land, and in the case of the river, a gate reminiscent of the one on the Great Vase Bridge was built at the midway point. Once they considered the possibility of an aqueduct, they had to figure out what kind of structure they wanted on the bridge.



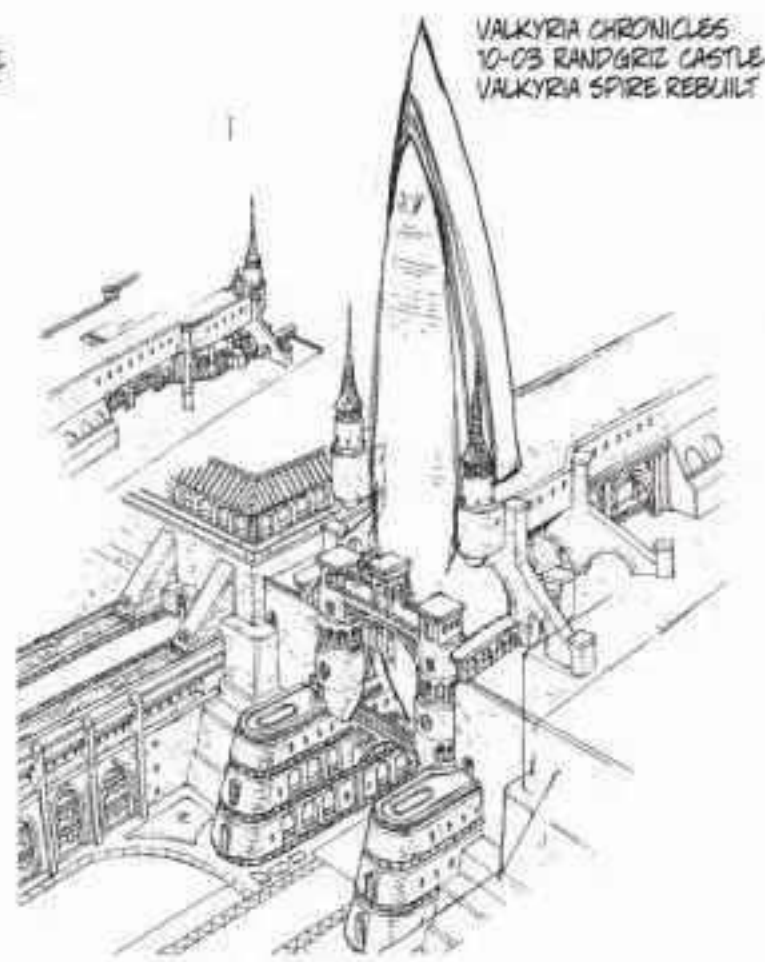
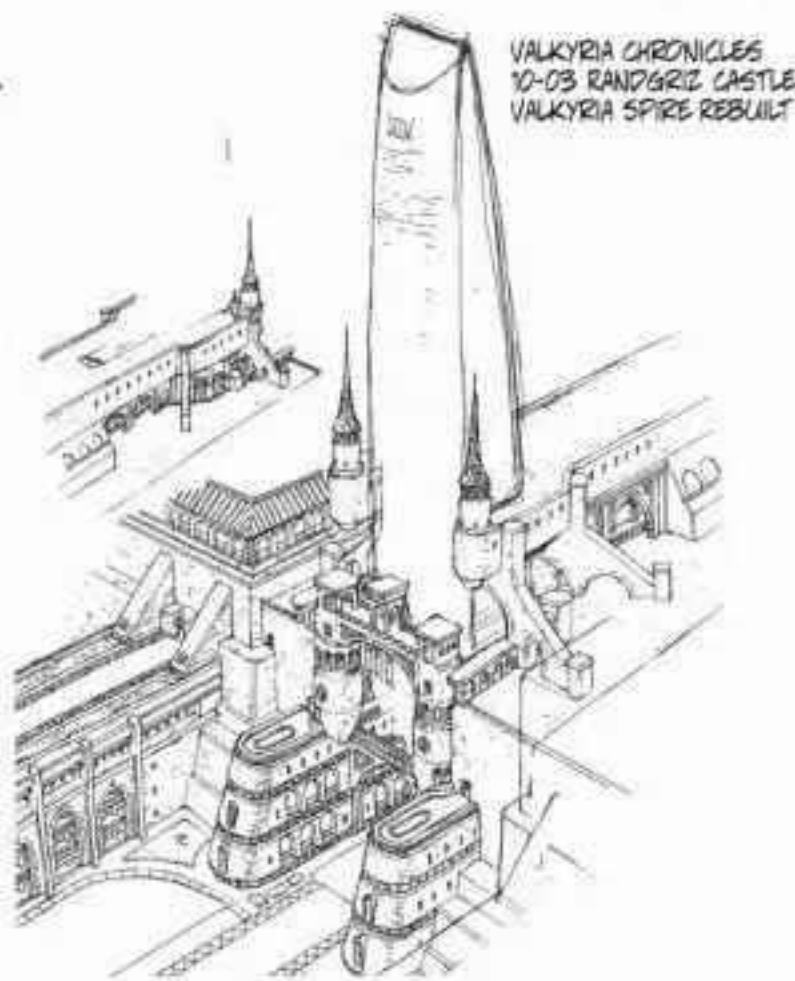
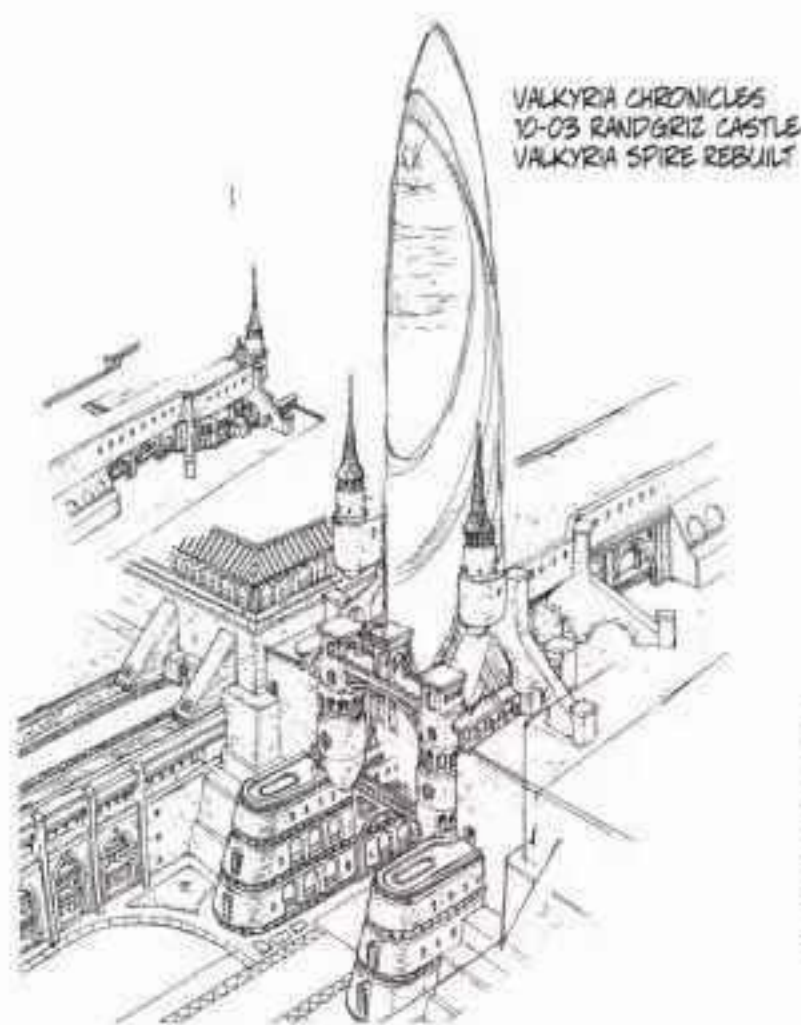
DESTRUCTION OF THE AQUEDUCT

These early sketches would suggest that the destruction of the Anhold aqueduct had always been part of the plan. Detonating explosives on the aqueduct and causing the water there to spill down into the city below would turn the tide of any battle, as was seen in the actual game.





RANDGRIZ CASTLE



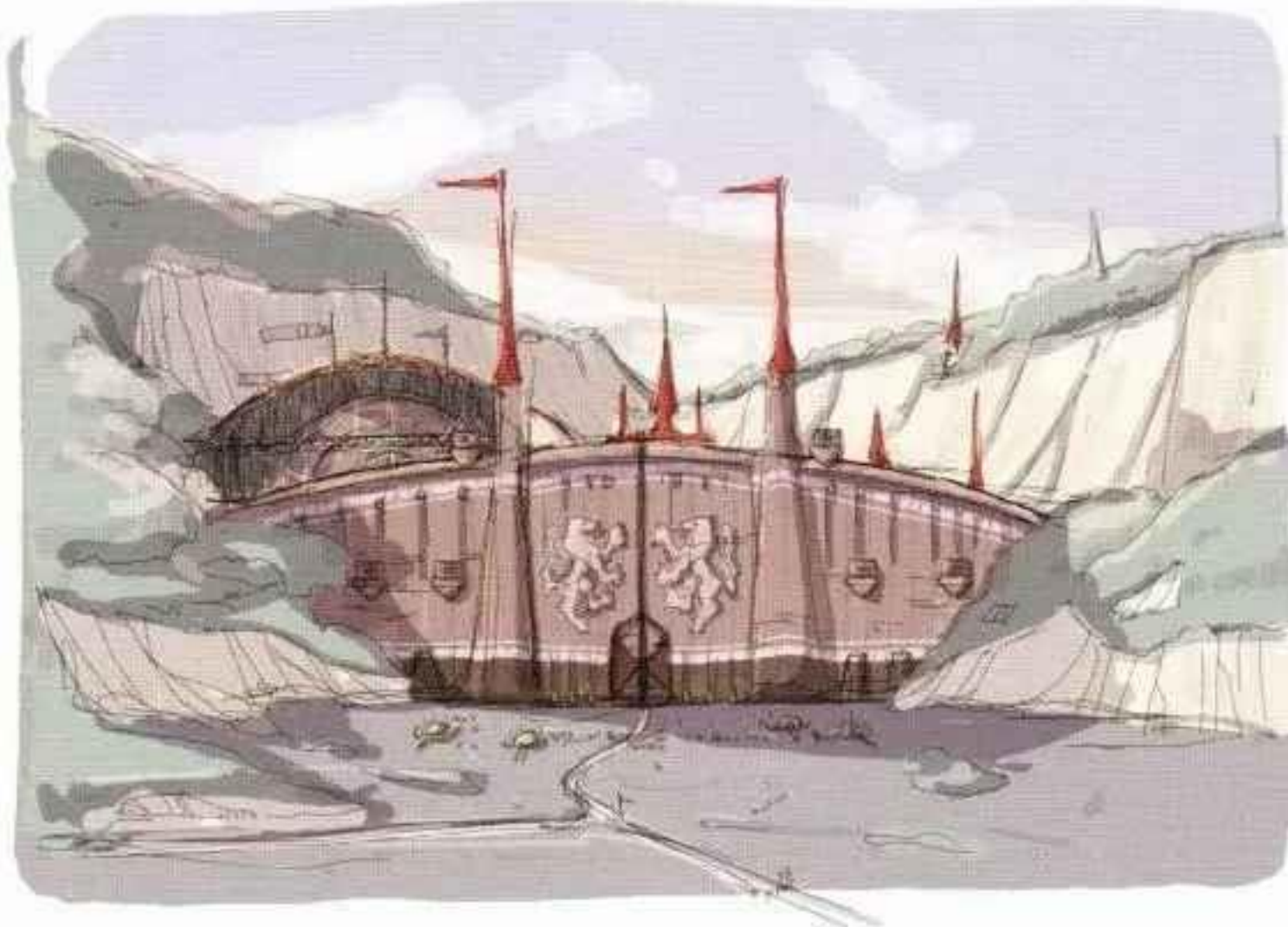
SYMBOLIC MEMORIAL

This memorial was built upon the remains of the spire that housed the Holy Lance, which was destroyed in the first game. Different shapes were considered for the memorial, ranging from a rounded surface to a square top. The sword-shaped memorial was selected as the final design.

REBEL HEADQUARTERS

EARLY DESIGNS SHOW A FORTRESS SURROUNDED BY CLIFFS

This is a piece of concept art for Castle Gassenarl, the headquarters of the Rebels. Surrounded by sheer cliffs, a massive gate fills up the only opening and is armed with a number of turrets. The overall look is quite reminiscent of Ghirlandaio Fortress from the first game.



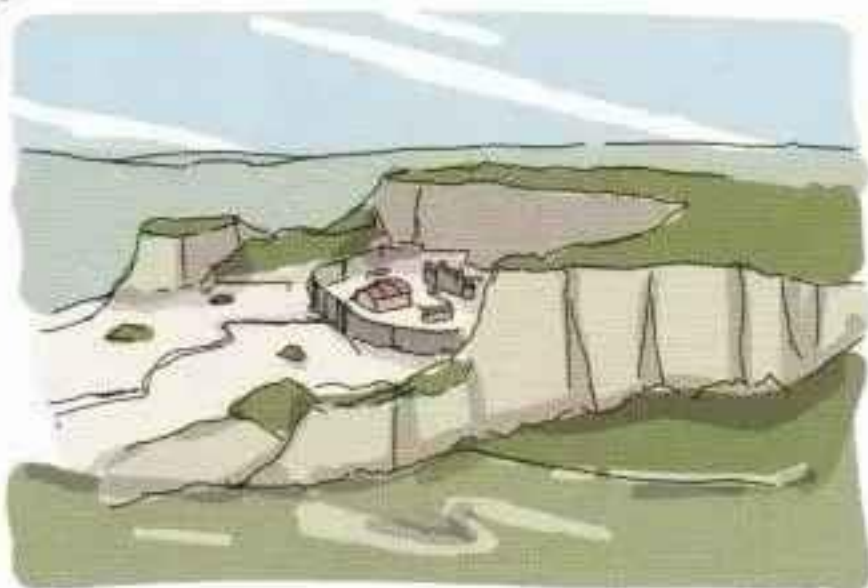
3D CG IMAGE OF THE COMMAND CENTER

This command center was designed to be located within the walls of Castle Gassenarl. It is a very open space, with a shape similar to that of an opera house. Due to the lack of a large-scale battle, the command center was converted into a conference room.



FORTRESS WITH NATURAL DEFENSES

As with Lanseal, a fortress surrounded by cliffs was the first design considered for Castle Gassenarl. But since modern technology had brought artillery and mortars to the battlefield, the idea of a fortress guarded by cliffs no longer seemed to offer much in the way of a defensive advantage.



Extras



Interview with the Developers

While the first "Valkyria Chronicles" game was built for the PlayStation 3, "Valkyria Chronicles 2" was brought into the world through the PlayStation Portable. In this interview, we are fortunate enough to have two producers tell us about the development process and what things were like behind the scenes.



Senior Producer
SHUNTARO TANAKA
田中 俊太郎

As the senior producer of "Valkyria Chronicles 2", Tanaka held the position of ultimate authority when it came to the development of the game. He was the chief director of "Valkyria Chronicles 1", and was also part of the teams for "Sakura Wars", "Sakura Wars 2", and "Skies of Arcadia".

Producer
SHINJI MOTOYAMA
本山 真二



As the producer of "Valkyria Chronicles 2", Motoyama played a vital role in the creation of the game, acting as judge over many important decisions. He was also the producer for the "Sega x Bleach" series.

*1: "MONSTER HUNTER"

Refers to the action game series "Monster Hunter" by Capcom. The series was extremely popular on the PSP, and brought a lot of attention to the PSP's co-op wireless play capabilities.

*2: "TELEVISION ANIME"

Refers to the television anime series based on "Valkyria Chronicles 1". The series had 26 episodes, and first aired in April 2009. It was later released on DVD.

*3: "SWITCH ALL OF THE CUTSCENES INTO AN ANIME STYLE"

In "Valkyria Chronicles 1", all of the cutscenes were rendered in 3D.

*4: DIRECTOR OZAWA

Takeshi Ozawa was one of the main staff members responsible for the "Valkyria Chronicles" series, and he also took the time to offer a few comments, which were included throughout this book.

THE PATH TO THE PSP

LET'S START THINGS OFF BY TALKING ABOUT WHY "VALKYRIA CHRONICLES 2" (HEREAFTER "VC2") WAS RELEASED ON THE PSP.

TANAKA: "Valkyria Chronicles 1" (hereafter "VC1"), released on the PS3, was such an instant success that talk of a sequel popped up very quickly. Of course, we initially planned to release the sequel on the PS3 as well, but we soon realized that it would take too long to develop a proper sequel that made good use of the PS3's capabilities. We wanted "VC2" to offer an experience worthy of "VC1's" fans, but we also wanted to release the sequel before everyone forgot the name "Valkyria Chronicles". To be honest, we were also influenced by "Monster Hunter" (*1), which got us thinking about going in a different direction with "VC2". Unlike "VC1", we wanted players of "VC2" to have the option to play in short spurts, perhaps in between other daily activities, as well as the option to enjoy the fun of co-op missions with friends. These are the factors that led us to the PSP. We also liked the notion that developing the sequel for the PSP meant we could match the timing of the release with the television anime (*2) series.

MOTOYAMA: We knew the anime series would attract new fans, and possibly casual gamers. "A new Valkyria on the PSP" was the answer to the formula that took things like casual gamers and release dates into consideration. According to the survey data we collected from "VC1" players, the majority of the player base was made up of males in their twenties. When we made a graph out of the data, the bar for twenty-something males was like a skyscraper towering over the other demographics. We were very careful to keep the interests of these players in mind while still trying to make the game accessible to new and casual players.

TANAKA: At around the time the anime was in production, the idea "We need to attract more female players" was a pretty hot topic around the office. We knew that there were quite a few female players who played "VC1", so we wanted to ensure that "VC2" would appeal to them just as much. Another part of our "master plan" was, as Motoyama just said, to make the game accessible to new and casual players, but at the same time we had to make sure the game had enough depth to satisfy some of our more hardcore players. When I went to scope out the stores in Akihabara on "VC1's" release day, there was a distinct lack of female consumers. I was like, "Where are all the ladies?" (laughs) But when "VC2" rolled around, I spotted lots of female gamers lining up alongside the male gamers at the stores, so I believe the results speak for themselves.

WERE THE INTERESTS OF FEMALE PLAYERS AND POTENTIAL FANS OF THE ANIME SERIES KEY FACTORS IN YOUR DECISION TO SWITCH ALL OF THE CUTSCENES INTO AN ANIME STYLE?

MOTOYAMA: Yes. We definitely wanted the anime fans to feel comfortable when making their foray into the game series. Another reason the anime style was appealing to us was because we are able to fudge certain details when doing an anime cutscene as opposed to doing a cutscene in 3D CG. This granted us more freedom to put on the "show" that we had envisioned in our minds.

WAS THE ACADEMY SETTING ANOTHER DECISION MADE BASED ON THE DESIRE TO SHIFT TOWARDS CASUAL GAMING?

TANAKA: We didn't necessarily aim for a "school setting"; rather, it just so happened that the school met all of our criteria for "VC2". A big theme in the "VC" series is for the common civilian to be dragged into the mess of war, and we also wanted a different setting from "VC1". Since "VC1" focused on the militia, we didn't want to recycle that idea.

MOTOYAMA: The notion of "school" is a common part of most people's lives, especially in Japan, so we thought it would let the player relate to the characters easily.

TANAKA: We tossed around plenty of other ideas as well, like having the citizens of a small village band together to form a ragtag "squad", but we didn't think a European village would offer much in the way of familiarity to new players.

MOTOYAMA: In seeking out a new flavor for the "VC" series while keeping our finger on the notion of casual gaming, the key word "school" just fit the puzzle perfectly. It did a great job of tying the various facets of the game concept together.



There is just something awesome about the words "military academy". (Tanaka)
We're all about the "power of words". (Motoyama)

TANAKA: Even after we decided on the "school setting", we spent a lot of time debating whether it should be a regular school or a military academy. At first, I voted for a regular school because I thought that would make it easier to bring out the whole "civilians being dragged into war" theme, but then Director Ozawa said, "There's just something cool about a military academy!" We all couldn't help but agree, so that settled that. (laughs)

MOTOYAMA: The "VC" series puts a lot of weight on the "power of words". Many times, we would start off with nothing more than a "cool-sounding word", then build the game's reality around that word.

TANAKA: None of us had any personal experiences with a military academy, so that also tickled our interest. We had discussed the possibility of going to a real military academy to gather data, but unfortunately the schedule didn't allow for it.

DEPICTING MORE ACTION THAN LOGIC

THE MAIN CHARACTER AVAN SEEMS TO REPRESENT BOTH OF THE IMPORTANT THEMES YOU JUST MENTIONED; CIVILIANS GETTING MIXED UP IN THE WAR, AND THE MILITARY ACADEMY.

TANAKA: You're exactly right, though you might be surprised to hear that our focus was elsewhere when building Avan's character. When we sat down to create the main character for this new game, we first took a look at Welkin, the main character of "VC1". Welkin was highly intelligent, and had an admirable personality to boot. When discussing Welkin, we would often say, "He's not human!" (laughs) So with that in mind, we set out to create a main character that was the complete opposite of Welkin. The foundation for Avan's character was "an idiot who is quick to act". Then, since the game was set in a school, we made him hot-blooded because if all of the classic school mangas taught us anything, it was that the main hero who unifies an entire school has to be ridiculously passionate. Early on in development, before we had come up with a name for Avan, we all just called him "the hothead".

IN CONTRAST TO "VC1", "VC2" SEEMED TO PLACE MORE FOCUS ON THE PERSONAL GROWTH OF INITIALLY "INCOMPLETE" CHARACTERS.

TANAKA: Though Welkin also experienced some personal growth through his romance with Alicia in "VC1", we definitely went for a sort of "coming of age" feel with the story of "VC2". Avan went through many "personal growth" moments, the main one being how he blindly charged into this whole ordeal in hopes of finding his brother, only to discover that he had "surpassed" his brother in the process. Aside from that, Avan also had a lot of learning to do with regards to things like the prejudice that is rampant in the world of "VC", as well as his interactions with adults and teachers. Avan is the kind of character who not only overcame these obstacles, but pretty much plowed right through them.

THERE SEEMED TO BE A LOT OF "PERSONAL GROWTH" EVENTS FOR AVAN'S CLASSMATES AS WELL.

TANAKA: That's true. All of the people Avan came into contact with borrowed a bit of Avan's inner strength in order to overcome personal issues with their past and present. Having each student face their problems and get one step closer to becoming an adult was a major part of the overall theme of "VC2".

MOTOYAMA: If you really think about it, Avan was kind of a social worker. (laughs) He took the time to listen to each of his classmates' issues, and helped them through their personal obstacles.

TANAKA: Avan was an amazing guy, in a totally different way from Welkin.

MOTOYAMA: Yeah, he changed people's lives in his own way.

TANAKA: Though I'm pretty sure Avan hasn't realized it. (laughs) He turned out to be a truly delightful main character.

MOTOYAMA: I think the fact that Avan isn't smart enough to be calculating or manipulative is what makes him such a lovable character. Everything he says comes from his heart, and that's probably why he was able to spur so many people into action.

TANAKA: Tanaka: When I first read the part of the script that mentions Avan shooting himself for Cosette's event (*5), I was like, "Are you serious? What part of his body does he shoot?" I received the short answer, "stomach". Needless to say, I was speechless. A person could die from doing something like that! I put my concerns on the table, saying, "Isn't this a bit forced? Is it really necessary?" But the entire staff banded together, insisting, "He totally has to! That's the kind of guy Avan is!" (laughs) What could I say to that? Besides, I told myself, Avan's so dumb that he probably couldn't cause a mortal wound if he tried.

MOTOYAMA: It does seem like a pretty crazy plan to the casual observer. (laughs)

TANAKA: I was a bit worried that Cosette would have one less squadmate to heal after that event. (laughs) But I suppose this kind of "act before you think" attitude is what Avan is all about.



Avan is the complete opposite of Welkin. (Tanaka)



At this point, I understand that this event is entirely illogical, but I strongly believe that the "VC" series rightly values a character's conviction over common logic.

THOUGHTS ON PERMADEATH

YOU MENTIONED AVAN'S CLASSMATES EARLIER, AND I REALLY THINK THE CLASSMATE EVENTS (*6) ADDED A LOT TO THE GAME. IN MANY CASES, A CLASSMATE BECAME MORE LIKABLE AFTER GOING THROUGH THEIR EVENTS.

TANAKA: I totally agree. In "VC1", the side characters had to rely completely on their external appearance and Personal Potential (*7) to express their individuality. As such, the characters with the best of one or both of those things enjoyed more popularity among the players. By adding classmate events in "VC2", we feel we were able to give the side characters a certain amount of depth. The players responded well to this new feature, so I'm glad we decided to put it in. Personally, I like Randy a lot, but I doubt I would have if his character hadn't been fleshed out by his events.

ANOTHER BIG CHANGE THAT PLAYERS NOTICED RIGHT AWAY WAS, OF COURSE, THE LACK OF PERMADEATH (*8) IN "VC2".

TANAKA: Permadeath was such a big deal for us in "VC1" that we had a hard time letting it go in "VC2". We had to consider the fact that we wanted all of the side characters to be heavily involved in the main storyline, and any classmate deaths during the game would basically throw a great big wrench into our plans for the story. On top of that, with the school setting, we felt that having desks with "in memory of" type flower bouquets piling up throughout the game would be a bit too depressing. All of these factors convinced us to get rid of permadeath for "VC2", though if anyone can come up with a system that would allow us to have both the story we want and the drama of permadeath, I'd be all for it.

YEAH, IT WOULD BE PRETTY AWKWARD IF A PLAYER LOST ALL OF THE CLASSMATES BY THE END OF THE GAME...

TANAKA: Can you imagine? Avan would attend the graduation ceremony alone, brush away a tear and say, "I made it, guys... I'm graduating for all of us!" Wait, that might actually have been pretty cool...! (laughs)

THAT'S A TERRIBLE ENDING! (LAUGHS) EVEN WITHOUT PERMADEATH, SOME CHARACTERS WERE DESTINED TO DIE (*9) FOR THE SAKE OF THE STORY IN BOTH "VC1" AND "VC2".

TANAKA: I'm not one of those people who likes to insert a death scene just to get the player to cry, so that's definitely not our motivation. In fact, we intentionally kept Isara's death in "VC1" abrupt, as we didn't want it to be a long and drawn out drama. In some ways, I feel the short scene and sudden death had more of an impact on the player anyway.

MOTOYAMA: The tragic reality of war.

TANAKA: One of the slogans we used a lot for "VC1" was, "I risk my life today so that I might see you tomorrow." When you're involved in a war, the person who is standing right next to you one moment could very well be dying in your arms the next. It's a fact that no one likes to think about, and is even harder to actually deal with... but we thought it was important for us to portray that reality in the game. Still, I think it is completely normal for a player to hate us for those scenes, and even I have to admit I cursed the very name of war whenever I was working on a death scene.

JULIANA'S DEATH SCENE DID NOT HAVE THE SAME ABRUPT FEELING TO IT AS ISARA'S DID.

TANAKA: I think we wanted to make sure we fully portrayed the fact that she had her pride on the line every time she fought. You might be interested to know that Juliana's character was actually set to be a male during the early stages of development...

WAS IT ALREADY DECIDED THAT THIS CHARACTER WOULD DIE AS PART OF THE STORY?

TANAKA: Yes, that had already been set in stone.

WAS THE CHARACTER'S PERSONALITY AND OTHER DETAILS ALL CRAFTED AROUND THE DRAMATIC DEATH SCENE TO COME?

TANAKA: Actually, no. The main focus of the character was simply the fact that we needed a schoolyard rival for Avan. At first, we designed a golden-haired elitist guy who was really snide and always rubbing people the wrong way. But then someone pointed out that we had quite a lot of male characters already, so we came

He's the kind of guy who would shoot himself in the stomach. (Motoyama)



up with Juliana, the female rival.

SO THE "ELITIST" TRAIT WAS ALREADY PART OF THE CHARACTER CONCEPT.

TANAKA: Yes, this character is very serious about the responsibilities bestowed upon them by their noble birth. The tradition of noblesse oblige (*10) is very much alive in Europa, and Juliana has pretty much made it her personal motto. So even though she can be really bossy, rude, and obnoxious most of the time, when push comes to shove, she wouldn't hesitate to sacrifice her life for the sake of others.

BAD GUYS AREN'T ALL BAD

MANY DETAILS OF THE GAME WORLD, INCLUDING THE DARCSSENS, SEEM TO BE REFLECTIONS OF REAL-WORLD EUROPE.

TANAKA: We did include a lot of real-world elements when building this world, though we were careful to give Europa and Gallia their own realities and flavors so as to separate them from any real-world locations. We didn't want this to end as "just another war story", and I think adding this level of detail to the world's history did a lot to make it feel like a real place. "VC2" in particular had a lot of nobles, and their social ranking system is a good example of real-world influences.

SPEAKING OF NOBLES, PLEASE TELL US ABOUT THE GASSENARL FAMILY.

TANAKA: The Gassenarls were modeled after the old European margraves (*11). These margraves held a lot of political power within their realms, and also had impressive military forces since they were responsible for defending the borders of their country. There used to be many such noble families in Gallia. Even Bruhl from "VC1" was once the seat of power for a Gallian margrave, and that very special windmill that everyone has come to know and love is a remnant of the castle fortress that Bruhl used to be. Unlike the many noble families that were lost to the folds of history, the Gassenarls managed to maintain their power and authority.

AT THE OTHER END OF THE CIVIL WAR WE HAVE CORDELIA, WHO GARNERED MORE ATTENTION IN "VC2" THAN SHE DID IN "VC1".

TANAKA: She has certainly matured since "VC1", but it was especially important that we moved her past her "Oh my gosh, whatever shall I do?" character phase because she was going to be a central figure in the civil war. I think having an adorably unreliable Cordelia in "VC2" would have annoyed most players, since so many of her countrymen were dying around her. So we were very careful to portray her as the strong and dependable leader that Gallia needed. Cordelia's character design in "VC2" made her seem much more mature than her 18 years, but I think that helped to convey the heavy burden she was carrying as the Archduchess of a country struggling with a civil war.

HER CHARACTER DESIGN DID SEEM QUITE DIFFERENT FROM "VC1"...

MOTOYAMA: Outwardly, perhaps... but on the inside, she's still the same old lovable salty that she was in "VC1".

TANAKA: Cordelia really is a great character. I wish her all the happiness in the world. (laughs) Though I have to admit, it concerns me a bit that she's still thinking about Welkin so fondly, as was revealed in the "VC2" pre-order bonus (*12)...

MOTOYAMA: Welkin is pretty memorable.

TANAKA: In the ending sequence of "VC1", it was mentioned that Cordelia was rejecting marriage proposals left and right, so I wouldn't mind if she lived out her life as a dignified single woman like Queen Elizabeth (*13). I just want her to be happy.

THE TRADITION OF "NOBLESSE OBLIGE" THAT YOU MENTIONED EARLIER... IT OBVIOUSLY APPLIES TO CORDELIA, BUT IS IT SAFE TO ASSUME THAT THE GASSENARLS ALSO CARRY THAT PHRASE IN THEIR HEARTS?

TANAKA: Absolutely. The Gassenarls fought the Empire alongside their countrymen to defend Gallia in "VC1". Even though they are leading the civil war that is tearing Gallia apart in "VC2", Baldren especially is being guided by his ideals of protecting and improving the country that he loves. Yes, the Gassenarls are not shy about their blind hatred of the Darcsens, but you also can't ignore the fact that they believe they are standing up for Gallia by trying to defend it from this perceived threat. As with Maximilian (*14) in "VC1", the antagonists of the "VC" series aren't just faceless villains or demon lords; they are individuals just like the main characters, with their

*5: "COSETTE'S EVENT"

In one of the June events, Cosette's past trauma comes back to haunt her, preventing her from performing her duty as a medic. To shake her out of it, Avan resorts to shooting himself in the stomach.

*6: "CLASSMATE EVENTS"

"VC2" features character-building events, which were not available for the side characters in "VC1".

*7: PERSONAL POTENTIAL

A Personal Potential is triggered during combat, and has varying effects on a unit. This feature helped to flesh out the characters in "VC2", and a character's Personal Potentials can change depending on in-game events the player goes through.

*8: PERMADEATH

In "VC1", whenever a member of the militia was killed in action, they were out of the game for good. In "VC2", any classmate that goes down in battle is treated as being merely "incapacitated", and eventually becomes available for use again.

*9: "SOME CHARACTERS WERE DESTINED TO DIE"

Some characters will actually die as part of the story, like Welkin's sister Isara in "VC1", and Juliana in "VC2".

*10: "NOBLESSE OBLIGE"

A phrase that suggests nobility, denoted by wealth and power, carries with it an innate obligation. Or in other words, if you claim you are a noble, you must conduct yourself nobly.

*11: "MARGRAVES"

This example specifically refers to the noblemen who acted as military governors in the border provinces of western Europe, but the word itself was used in many other countries, and later became a hereditary noble title.

*12: "PRE-ORDER BONUS"

A booklet and DVD were offered as pre-order bonuses for "VC2". The DVD contains a special video that shows the war of "VC1" from Cordelia's perspective.

*13: QUEEN ELIZABETH

Queen Elizabeth I was the queen of England from 1558 to 1603, and one of her many famous quotes was, "I have already joined myself in marriage to a husband, namely the kingdom of England."

*14: MAXIMILIAN

Maximilian was an imperial prince and the main antagonist of "VC1".

***15: V2**

With their overwhelming offensive power, many players tend to panic when they first encounter these Artificial Valkyries. The secret to defeating a V2 unit is to target the Energy Supply Vehicle that is located somewhere within the same area.

***16: "MULTIPLE SMALL MAPS"**

In "VC1", each stage was presented as one large map, whereas the missions in "VC2" were split into several smaller areas connected by camps.

***17: CAMPS**

There is a camp in each area that allows for the transition between mission areas as well as the deployment and withdrawal of ally units. As such, defending camps became a vital part of successfully completing missions in "VC2".

***18: AREA EFFECTS**

Certain areas have Area Effects, which affect unit attributes in various ways. An example of an Area Effect would be "mist", which lowers a unit's accuracy.

***19: CLASS CHANGE SYSTEM**

Characters in "VC1" had static, predetermined classes. In "VC2", the player is able to select a more advanced class for characters who reach a certain level.

***20: RANK**

The fewer turns a player uses to complete a mission, the higher their rank will be.

***21: "A PORTION OF THE ENGINEER'S SKILLS"**

The Armored Tech class did not exist in "VC1", and the ability to disarm mines was part of the Engineer class.

***22: INTERCEPTION FIRE**

Whenever the player is moving an ally unit around within an enemy unit's attack range, that enemy unit is able to attack the ally unit.

***23: AP**

Refers to Action Points, an in-game measure of how far a given unit can travel in one turn.

***24: THE ALMIGHTY ALICIA**

Since the Scouts in "VC1" were so powerful, many players used the main heroine Alicia to own the battlefield, earning her this impressive nickname.

***25: "GATHER ITEMS"**

Some missions require the player to gather specific items that are scattered around the map.

own thoughts and motivations. This has always been the basis for "VC" antagonists, and I for one would never want to waste time with the old archetype of an innately evil king who drowns himself in the luxuries of fresh meat and fine wine.

AS FAR AS ENEMIES GO, THE V2 (*15) UNITS WERE QUITE MEMORABLE.

TANAKA: Valkyries are like weapons of mass destruction, and in "VC1" Maximilian tried to use their power to basically take over the world. In the real world, dangerous weapons are pretty widespread, and the common people have to live under the threat of terrorists who possess such weapons. In the game, the Rebel Army – equipped with their terrifying V2 units – is supposed to be a reflection of the terrorist groups that exist in our modern world.

MOTOYAMA: The V2 units look creepy.

TANAKA: Initially, the V2s were designed to look like cool knights, but we later altered their appearance so that they more obviously represented death and destruction.

DESPITE THE FACT THAT YOU GUYS CLEARLY PUT A LOT OF CARE AND DETAIL INTO CREATING THE GAME, YOU CERTAINLY DON'T HIT THE PLAYER OVER THE HEAD WITH HOW AWESOME YOU ARE DURING THE COURSE OF GAMEPLAY. THE IN-GAME EVENTS PROCEED AT A GOOD PACE, WITHOUT WASTING ANY TIME DRAWING THE PLAYER'S ATTENTION TO ALL OF THE LITTLE THINGS, WHICH MAKES THE GAME VERY ENJOYABLE.

TANAKA: I wouldn't want the game to be like one long movie with some actual play time scattered in there for good measure. A game is meant to be played, and the cutscenes are only there to add color and flavor to the story. We are very careful to maintain this delicate balance when developing games. That's why a lot of the cinematics were cut into little pieces for "VC1". With the story of "VC1", it would have been very easy to create really long, dramatic cutscenes, but we knew it would make for a better game if the player spent more time playing than watching. We kept this in mind for "VC2", and any time a specific cutscene felt like it was getting too long, we split it up into two or more shorter cutscenes to allow for play time in between.

MOTOYAMA: This was especially important for "VC2", since it is a PSP game. It's quite common for people to play portable games outside of the house, like on the subway for example, and it wouldn't be very fun if your entire "gaming" experience on the way to work or school was one long cutscene.

TANAKA: Exactly. What he said.

TRIAL AND ERROR WITH THE CLASSES

LET'S TALK ABOUT THE GAMEPLAY SYSTEM NEXT. ONE OF THE BIGGEST DIFFERENCES BETWEEN "VC1" AND "VC2" GAMEPLAY-WISE WAS THE FACT THAT THE MAPS ARE DIVIDED INTO MULTIPLE SMALL MAPS (*16). WHAT WAS THE REASONING BEHIND THIS CHANGE?

TANAKA: That was out of necessity. The PSP was simply not capable of handling the large maps that we had in "VC1".

MOTOYAMA: But of course we weren't about to leave it at "Sorry, hardware limitations!" We turned this challenge into an opportunity to explore new ways of making the player think tactically, by adding things like the camps (*17) and the area effects (*18). As a result, I think we got a game that was different from "VC1", but still offered the same style of fun.

THE ABILITY TO ADD AND REMOVE UNITS AT THE CAMPS WAS AN INTERESTING NEW FEATURE.

MOTOYAMA: I honestly think it added a whole new level of gameplay.

PLEASE TELL US ABOUT THE CLASS CHANGE SYSTEM (*19).

MOTOYAMA: We wanted to give the players more freedom with regard to play style. Since the PSP made it more meaningful for players to talk about their game with other players, we created an environment that would seed conversations like, "I use these units in this way..." or "In my game, these are the third tier class choices I made..." We hoped that would give the player a way to enjoy the game even when they weren't playing it.

TANAKA: When Ozawa and the others first brought the concept of class trees to me, I was totally against it. I thought there were far too many branches, that the player wouldn't be able to remember all of the different classes, and that we'd have a hard time making each class distinct. Despite my objections, they were adamant about keeping the trees, and I lost that battle... but I did manage to

convince them to make some of the class names easier to remember. Some of the initial class names they had proposed were long and complex. I still feel like some of the class names could have been simplified, but they insisted that they were keeping to the "power of words" mantra. (laughs)

SO THE TOTAL NUMBER OF CLASSES WASN'T REDUCED AT ALL?

TANAKA: Not even by one. They brought 35 classes to the table, and there are 35 classes in the game. As it turns out, our players didn't seem to have much trouble sorting through the different classes and their abilities, so I guess it all worked out for the best. Though if you ask me, I still think 35 is too many. (laughs)

MOTOYAMA: As one of the people who was pressing for the class trees, I spent a lot of time tweaking the class abilities for balancing purposes.

TANAKA: Even after a lot of tweaking, some of the classes simply weren't keeping up with the others. One such example is the Engineer. They were initially pretty useless, so I had to convince everybody that no player in their right mind would bother with this class unless we made it more useful. So we made the Engineer's pistol more powerful and extended Ragnard's range... but they're still not particularly essential once you get relatively good at the game.

SINCE YOUR RANK (*20) DEPENDS ON HOW QUICKLY YOU COMPLETE A MISSION, MOST PEOPLE DO EMPLOY TACTICS THAT WOULD EXCLUDE THE NEED FOR ENGINEERS. ANOTHER CLASS DETAIL WORTH NOTING IS THE FACT THAT A PORTION OF THE ENGINEER'S SKILLS (*21) FROM "VC1" WERE SPLIT OFF INTO THE NEW ARMORED TECH CLASS. WHAT WAS THE REASONING BEHIND ADDING AN ENTIRELY NEW CLASS?

TANAKA: It all started with a simple desire to create a "shield class" that could stand up to interception fire (*22). There are mobile units in the real world that are equipped with shields, and we thought it would be interesting to build a class like that for the game. The Armored Tech's ability to disarm mines came along while we were trying to hammer out the details of this new class. We settled on the concept that the Armored Techs would run out ahead of the rest of the squad with their shields, taking the brunt of the incoming fire and clearing the squad's path of any mines. The first problem we ran into was that the Armored Tech class was set up with very little AP (*23). When I saw this, I started yelling at everyone, telling them that the Armored Techs wouldn't even be able to get out ahead of their squad with so little AP. (laughs) The issue was quickly rectified. To give you an idea of how bad it was, the early Armored Tech builds had approximately the same amount of AP that the Fencer now has.

SO THEY WEREN'T SPECIFICALLY ADDED AS AN ANTI-V2 CLASS?

TANAKA: Well, that was certainly part of it. Armored Techs won't be able to stand up to V2 attacks right away, but once you get them into the higher class tiers, they start shining in that department.

I UNDERSTAND THAT BALANCING CLASSES IS ALWAYS A DIFFICULT AND SENSITIVE PROCESS, BUT MANY PLAYERS HAVE COMPLAINED THAT YOU NERFED THE SCOUTS.

TANAKA: The Scouts were just way too overpowered in "VC1". Since most of the missions in "VC1" involved capturing enemy base camps, the Scouts' usefulness was overwhelming, and they had quite a bit of firepower to boot. In fact, many players have mentioned clearing entire missions using only "The Almighty Alicia"! (laughs) In "VC2", guarding your base plays a bigger role in the missions, so the other classes became that much more important.

MOTOYAMA: Whether it is eliminating the enemy units or escorting an APC, we added more variety to the mission objectives in "VC2".

TANAKA: Another consideration was that a Scout's primary strength lies in their mobility, and we didn't want them to be taking down tough enemies like some wild beast, so we reduced their offensive abilities from where they were in "VC1". The Scouts in "VC2" are still plenty useful, however, as their mobility makes them vital in missions where you simply want to grab the enemy's camp or gather items (*25). I always make my Avon a Scout Elite because they have the highest amount of AP, which allows them to play ahead and get the best attack positioning. In my opinion, the Scout class adjustments made them what they should have been in the first place.

MOTOYAMA: In fact, they may still be a bit overpowered since they can compete with many of the other classes when it comes to offensive capabilities. Still, making them too weak would have negatively affected the player's experience, so it just goes to show that class balancing really is a delicate procedure.

BALANCING GRAPHICS AND GAMEPLAY

MOTOYAMA: Another note I'd like to add regarding the balancing of classes is that "VC2" is only the second game in the series. There are still lots of issues we need to address, and I think there's plenty of potential for the series to go in different directions. Our planners have already put forth some great ideas, and I look forward to sorting through them for future games. I just wanted to let everyone know that "VC2" doesn't represent our final take on relevant gameplay issues by any stretch of the imagination.

I THINK YOU GUYS DID A WONDERFUL JOB WITH "VC2", GIVEN THE HARDWARE LIMITATIONS YOU HAD TO WORK AROUND.

MOTOYAMA: That's a direct result of the amazing effort put in by



I sincerely dislike wars. (Tanaka)



Of course we already have plans for the next game. (Motoyama)

Hopefully, you will be hearing about it soon. (Tanaka)



the programmers. They took a solid understanding of what we were trying to accomplish, and figured out how to create that within the given restrictions.

TANAKA: I agree that "VC2" earned a passing grade, but to be honest, I would have liked to get more out of it with regard to graphics. The problem with that, of course, is that if we pour too much into the graphics, it means the player won't be able to pull out as many units per map. The game would be prettier to look at, but the limitation on the number of units would greatly affect the player's gaming experience. As a result, we settled for this balance of graphics vs. gameplay this time around. Hopefully, we will be able to make some improvements in that department for future games.

MOTOYAMA: I guess it's all about priorities. I think we were able to reach a reasonable compromise with the split maps and six ally unit limit. That gave the player enough units that they could think about how they needed to move their units so as not to leave certain areas undefended, while putting as much pressure as they could on the enemy.

TANAKA: With each area having a camp, we hoped the player would enjoy figuring out how to take those camps, and how to defend them.

THE DEFENSIVE POWER OF THE ENEMIES CROUCHED (*26) AT THE BASES WAS SO FINELY TUNED, ONE GRENADE WAS NEVER QUITE ENOUGH...

MOTOYAMA: Those jerks always make it out of the blast with a shred of life left, don't they? (laughs)

TANAKA: Speaking of attacking bases, those enemy Turrets (*27) are really serious about their jobs. The same goes for the Bunkers (*28), too. We intentionally made them pretty tough, to be like mini-bosses placed around the mission map. We wanted to give the player every opportunity to think and plan new strategies. During the development phase, we had made them so tough that it was literally impossible to destroy them. (laughs) We realized it was a bit much, so we made adjustments to ensure that beating them was safely within the "fun" range of "challenging".

MOTOYAMA: They're still pretty tough, though. Sometimes, I'll target one from the front and the number of shots required would show up as "6", and I'd say something like, "You're going to make me hit that thing six times!?" at my PSP. (laughs)

TANAKA: But when you try to circle around behind one, the cursed thing spins around to face you like a ballerina of death. Those turrets are so annoying! (laughs)

IT'S AT PRECISELY THOSE TIMES, WHEN YOU'RE RUNNING AROUND TRYING TO GET IN A GOOD POSITION, THAT YOU STEP ON A MINE (*29)!

TANAKA: I know exactly what you mean...

THE ABSOLUTE WORST FEELING IS WHEN YOU SEE THE MINE JUST BEFORE YOU STEP ON IT.

TANAKA: The mines were even harder to spot during the development phase, so we were pretty much setting all of them off during our test play sessions. (laughs)

MOTOYAMA: Mine positioning is predetermined for some stages, but it is randomized for most stages, so they are just as much of a threat as the enemy units if you're not careful.

TANAKA: When I asked the designer to make the mines more visible, their response was, "Why would any army use mines that are easy to spot? That just isn't logical." But then I forced them to play the game as it was, and it was a mine-stomping extravaganza. (laughs) The mines were recolored soon after that.

PLANS FOR THE FUTURE

MOTOYAMA: All this talk about attacking and defending camps reminded me... I've been really into the Gunners lately.

TANAKA: They're great for defense, aren't they?

MOTOYAMA: My latest hobby is stationing my Gunners at the base and watching them mow down the incoming enemy units with interception fire. (laughs)

TANAKA: We took some hints from the Russo-Japanese War (*30) in that respect. Footage from that war shows many soldiers attempting to storm a fortification armed with machine guns, only to be gunned

down by the dozens. That was something you didn't see in WWII.

SO THERE WERE MANY HISTORICAL INFLUENCES OTHER THAN WWII.

TANAKA: That's right. The Fencer is another example of a game feature that was influenced by something that predates WWII. If we ever get the chance, I'd love to include mounted units in the "VC" series. Technically, they had mounted cavalry in WWII, but I'd want to go for a more classic design... like medieval knights.

MOTOYAMA: The "VC" series has plenty of fantasy flavoring to it, so I think there's real potential for that idea.

DO YOU HAVE ANY OTHER IDEAS THAT YOU'D ADD TO THE SERIES IF GIVEN THE CHANCE?

TANAKA: I'd love to add weather. In real life, weather plays such a major role in the way a war plays out. It's my understanding that they paid a lot of attention to the weather forecasts during the Normandy landings (*31). We were able to include some aspects of natural interference in "VC2", like sandstorms and snow, but I'd like to develop a weather system where the weather itself could change drastically during a mission, forcing the player to reassess their tactics.

MOTOYAMA: The Area Effects added a lot to the game. We were able to offer more variety in the player's experience by having sandstorms in one area of the map, but not the next. My favorite Area Effect has got to be the lightning (*32). I really liked the way the lightning rods were positioned.

THEY WERE BRILLIANT. YOU'D ENTHUSIASTICALLY RUN OUT FROM YOUR CAMP, ONLY TO RUN OUT OF AP RIGHT NEXT TO A LIGHTNING ROD. (LAUGHS)

MOTOYAMA: We made sure to place them in all of the areas a player might try to pass through. (laughs)

ANY OTHER IDEAS FOR FUTURE GAMES?

TANAKA: One of my biggest regrets with "VC2" is the fact that we didn't include any giant weapons. In my opinion, monstrous weapons like the Marmota (*33) in "VC1" make the series that much more appealing. I definitely want to include one in the next game. Yes, I know we had that big battleship come out towards the end of "VC2", and the V2s were quite monstrous in their own right... but it just wasn't the same.

SPEAKING OF "WEAPONS", BOTH THE EMPIRE AND THE FEDERATION HAVE STARTED DEPLOYING AIRCRAFT IN THEIR WAR EFFORTS, BUT THE PLAYER STILL HAVEN'T GOTTEN ANY AIRCRAFT UNITS.

TANAKA: Well, Isara did build that one plane in "VC1", but it's true that flying crafts haven't made their debut on the Gallian front lines yet. I think there's plenty of hope for aircraft units in future "VC" titles, since we are also quite interested to see how aircraft would fit into the established gameplay system.

MOTOYAMA: The biggest concern I would have with bringing in aircraft is that they might overshadow the tanks. The tanks are so important to the "VC" series that making them "less important" would be a major issue. Still, there is something very attractive about the freedom of the skies, so I'm not against giving planes their own place within the series.

YOU'VE MENTIONED QUITE A FEW FASCINATING IDEAS THAT YOU HAVE FOR FUTURE TITLES... SO DOES THAT MEAN WE CAN SAFELY ASSUME THERE WILL BE MORE ADVENTURES TO BE HAD WITHIN THE "VC" SERIES?

MOTOYAMA: But of course! We still have so many things that we want to try, we wouldn't dream of stopping now.

TANAKA: I'm pretty sure you'll be hearing some news (*34) on that front pretty soon, so there's definitely more to look forward to.

(SPRING OF 2010, AT THE SEGA HEAD OFFICES)

*26: CROUCHING

It is possible to crouch behind sandbags located at camps and other places throughout the maps to improve a unit's defense. Grenades are quite useful against crouching enemies.

*27: TURRETS

Located in some enemy camps as well as other tactical positions, Turrets are large machine guns with a built-in front shield. Though they are stationary weapons, their destructive power coupled with the defensive strength of their shield make them challenging obstacles. The rear side of a Turret is its weak point, but due to its ability to spin around, the player would need to hit one from outside its sensory range.

*28: BUNKERS

Bunkers are defensive units made of solid concrete and armed with heavy artillery. They don't spin around like Turrets, though, which makes it somewhat easier to get into position to hit their weak spot: the radiator above their rear door.

*29: MINE

Mines can be found on just about every stage. They are activated when a unit steps on them, and they explode as soon as the unit steps off. There are two types of mines in the game, one that is only effective against infantry, and one that is large enough to damage a tank.

*30: RUSSO-JAPANESE WAR

The war between the Russian Empire and the Japanese Empire lasted from February 1904 to September 1905.

*31: NORMANDY LANDINGS

The WWII landing operations that commenced on Tuesday, June 6, 1944. The Allied forces invaded Normandy in what is still considered to be the largest amphibious invasion in world history.

*32: LIGHTNING

One of the many Area Effects in "VC2". A unit can sustain damage if they are standing too close to a lightning rod.

*33: MARMOTA

The massive land-based battleship that was used by Maximilian in "VC1".

*34: "SOME NEWS"

"Valkyria Chronicles 3" was officially announced during the 2010 Tokyo Game Show.

DARCSN DOLL (1) (2)

The Darcsen Doll is a traditional gift in Darcsen culture, said to protect the bearer from misfortune. It is a rather simple doll, made of bundled cyperus polystachyos and a small piece of Darcsen cloth, but it is infused with the maker's loving concern for the person they are gifting it to.

DARCSN PURGE (1) (2)

An unjust and violent practice that has been going on since the middle ages. Darcsen purges are more common in eastern Europa, where prejudices against Darcsens are particularly strong. The Empire still carries out Darcsen purges to this day, and their pursuit of Darcsen prey will sometimes spill over into Gallian territory.

DAWS DESERT (2)

A rocky desert in southern Gallia, said to have been made barren by the "Darcsen Calamity". At the center of the Daws Desert are some ruins of an old city, thought to have been destroyed by the Darcsens long ago.

DESIGNATION OF YEARS (1) (2)

The European calendar considers the year that the Valkyrur came and vanquished the Darcsens to be year 1 V.C. The years prior to that are marked with the designation "B.C." These designations are abbreviations for "Valkyria Conquest" (V.C.) and "Before Conquest" (B.C.).

DIEBAL MOUNTAINS (2)

A mountain range near the border in southern Gallia. Once rich with ragnite mines, many Darcsens were used as laborers in these mountains. The inhumane treatment and living conditions of the workers here led to many Darcsen revolts, raising awareness of human rights issues. Though the mines are now closed, many Darcsen settlements still remain, and the history of Darcsen revolts has made this area a sort of mecca for Darcsens. The special meaning the Diebal Mountains hold for the Darcsens is the primary reason why the Rebels target it so aggressively. Despite the relatively low tactical value of the Diebal Mountains, the Rebels would go to any lengths to crush the Darcsens' spirits.

DOERFEIN MINING QUARTER (2)

A series of mines spreads throughout the Doerfein Mountains southeast of Yuell. Darcsens were once forced to work there under poor conditions, but these conditions were vastly improved following Cordelia's ascension to the throne. During the civil war, the mines became the headquarters for a Darcsen resistance group who refused to be taken by the Rebels.

DUSK VIOLET (2)

One of the types of flowers Aliasse is growing in her flower bed on campus. The dusk violet produces a beautiful blossom.

EDELWEISS (1) (2)

Developed by Theimer, the Edelweiss was the most advanced tank of its time. Piloted by Welkin during the Gallian Campaign, the Edelweiss was a vital part of Squad 7. The newer Gallian tanks were all based on the Edelweiss's design. Zeri and Raymond played the role of the Edelweiss during Class G's theater adaptation of the famous "Operation Cloudburst".

EIGHT-STAR LADYBUG (2)

A rare insect found in Gallia.

ELENA (2)

Reiner and Sigrid's childhood friend, who was killed when the war spilled over into their hometown.

ELYSSE MOORE (1) (2)

A former member of Squad 7, Elysse is now part of Cordelia's Royal Guard.

EMILE BIELERT (1) (2)

A famous artist, Emile has a strong spirit but is prone to illness. One of his pieces provided a strong inspiration for Chloe after she graduated from Lanseal. During the Gallian Campaign, Emile and his brother Oscar fought alongside Welkin as part of Squad 7.

EMPEROR (1) (2)

Currently, the title of "Emperor" within Europa refers solely to the leader of the Empire. Boasting absolute power, the Emperor demands absolute fidelity and submission from Imperial citizens.

EUROPA (1) (2)

Refers to a portion of the continent located in the northern hemisphere. In ancient times, many indigenous people populated these lands, living harmoniously with each other. One day, the Valkyrur arrived from the north and conquered the entire continent. By the second century after their arrival, the Valkyrur had started to disappear from Europa. Since then, Europa has witnessed the rise and fall of many small nations. In the 19th century, two centers of power rose to the surface: the Empire in the east, and the Federation in the west. During the 20th century, a large-scale war erupted between the two forces.

FEAST OF ALL SPIRITS (1) (2)

The Feast of All Spirits is a national holiday in Gallia that takes place on the day of a full moon in the month of August. It is said to be the day when fairies and spirits spread love all across the lands. Many have adopted this holiday as an

opportunity to exchange gifts with friends and loved ones. More recently, it has become a popular day for confessions of love and reconciliation. According to a Gallia Times article, it is becoming increasingly popular among Gallian Army soldiers to exchange handmade dolls in prayer for the safety of the recipient, a traditionally Darcsen custom. The sudden popularity of this custom is rooted in the fact that Isara presented a Darcsen doll to Rosie during the Gallian Campaign.

FIRST EUROPEAN WAR (1)

The large-scale war fought between the Federation and the Empire at the beginning of the 20th century. Though the stated reason for the outbreak of the war was the assassination of the Imperial Crown Prince, the truth was that tensions had long been building between the Federation and the Empire over the securing of ragnite resources. The war dragged on through trench warfare, with each side slowly carving away at the other until both suffered enough casualties to force them into a grudging truce. The Empire did invade Gallia during this war, but was repelled by the inspirational efforts of Belgen Gunther.

FOUZEN (1)

Gallia's largest industrial city, located in northern Gallia. Fouzen contains rich deposits of ragnite, and was the setting for a large battle during the Gallian Campaign.

G-MACHINES (2)

The name Avan suggested for Class G's soccer team.

GALLIA'S NATIONAL ARMS CORPORATION (1) (2)

The only arms manufacturer in Gallia. All of Gallia's weapons and armor are developed and manufactured here.

GALLIA TIMES (2)

Gallia's most prominent newspaper. Though mostly neutral, as any newspaper should be, it does tend to skew more towards supporting Cordelia.

GALLIAN CAMPAIGN (1) (2)

The name given to the Imperial invasion of Gallia, started in March 1935. The Empire initially made rapid progress, conquering over 60% of Gallian territory almost immediately. As they closed in on the capital city of Randgriz, however, the Gallian Militia's Squad 7, led by Welkin Gunther, reclaimed the Great Vase Bridge and turned the tide of the war. With renewed vigor, the Gallian forces proceeded to retake many of the Empire's footholds within Gallian territory. In an act of desperation, Imperial Prince Maximilian, who was leading the invasion, executed a surprise attack on Randgriz City. Though the damage he caused was catastrophic, Welkin and Squad 7 managed to stop Maximilian far good. In October of the same year, the Empire completely withdrew from Gallia, and a peace treaty was signed between the two nations. Some call the Gallian Campaign "The Seven Month War".

GALLIAN CIVIL WAR (2)

Refers to the war between the Gallian Army and the Gallian Revolutionary Army (Rebels). Gilbert Gassenarl founded the Gallian Revolutionary Army, but was assassinated by his own son Baldren on September 14, 1937. Baldren proceeded to take his father's place, and the civil war raged on. On December 21, 1937, Baldren was killed in action on the battleship Dandarius, and the Rebels soon surrendered, bringing an end to the Gallian Civil War.

GALLIAN GIRL (2)

A Gallian fashion magazine that is quite popular among young girls.

GALLIAN MILITIA (1) (2)

The Gallian Militia is composed of volunteer troops, and is organized whenever a foreign force threatens Gallia. A civilian can be assigned to the rank of platoon leader, but any rank above that is filled by a soldier from Gallia's regular army. According to Gallian law, the Gallian Militia cannot be mobilized to quell a civil war.

GALLIAN PURITY (2)

The ideal for which the Gallian Revolutionary Army is fighting. The Rebels hope to establish Gallia as a nation ruled by "pure-blooded" Gallians, clear of any Darcsen taint.

GALLIAN REGULAR ARMY (1) (2)

At the beginning of 1935, the Gallian Regular Army was comprised of 40,000 land-based soldiers, 10,000 naval soldiers, and 10,000 military police officers. Though the figures are a bit sketchy, it is estimated that the Imperial invasion reduced the Gallian Regular Army's numbers by half. After the invasion, Cordelia enforced a bold military reform, promoting many deserving soldiers and recruiting promising new members regardless of their social status. Despite Cordelia's best efforts, though, the Gallian Regular Army was undeniably weakened, and the Rebels saw this as an opportunity to begin their campaign.

THE GALLIAN REVOLUTIONARY ARMY (2)

The Rebels prefer to call themselves "The Gallian Revolutionary Army", though the only people who refer to them as such are the Rebels themselves and their supporters. The vast majority of Gallians, including the press, simply call them "the Rebels".

GALLIAN SWIFT (2)

This unusual breed of swift does not migrate according to the seasons like the common swift. They are strong fliers, capable of sustained flight over long distances, which suggests that they may have migrated at one time. Gallian swifts are often used as messenger birds, due to their uncanny ability to remember a specific location and accurately make their way there. Their nests, which are built into the faces of sheer cliffs, are highly coveted delicacies in the eastern lands. Jarde is a Gallian swift.

GARMENT GODDESS (2)

A mysterious figure who would come in and do Class G's laundry. Later revealed to be Rene.

GARNET BERRIES (2)

Garnet Berries are ripe for picking in autumn, and can be made into a delicious jam.

THE GASSENARL FAMILY (2)

A noble house that has long held sway in southern Gallia. The symbol of House Gassenarl is the lion, and it is often said that the lion is an equal to the unicorn (the symbol of House Randgriz), which speaks to the power House Gassenarl wields. Even in modern times, House Gassenarl has had a lot of influence over the Gallian Army as well as most of the noble families in southern Gallia.

GENERAL EDUCATION COMMISSION (2)

A commission within the Gallian Army, the General Education Commission is tasked with training soldiers.

GHIRLANDAIO (1) (2)

The fortress that stands in eastern Gallia, on the Imperial border. Immediately following the commencement of the Gallian Campaign, the Imperial forces successfully occupied Ghirlandaiò, and used it as a base of operations.

GOLD-BEARDED LOACH (2)

An extremely rare breed of fish that is said to live in the Vase River.

HARD TRAINING (2)

A reference book for drill instructors, written by the strict Chief Drill Instructor, Colvaro Rodriguez.

HASWELL (2)

One of the female students in Class A.

"HE" (2)

The entity that Inghild worships. Very little is known about "Him".

HEATHORN (2)

A small farming village in western Gallia, where Avan and Leon were born.

HOMER PERON (1) (2)

Homer visited Lanseal on June 11, 1937 as a militia inspector in order to view the new drill grounds and see Lanseal's training methods firsthand. During the Gallian Campaign, Homer fought alongside Welkin as a member of Squad 7, and also served as a member of the Edy Detachment. Homer is a bit of a masochist, and made an interesting pair with Edy, who enjoys tormenting others.

HORNED NAUTILUS (1) (2)

The horned nautilus is a cephalopod that Welkin used as a model when developing a new type of bread for Lanseal students. Since Welkin had very accurately captured the horned nautilus's appearance, which is generally considered to be rather grotesque, the bread did not gain as much popularity as he had hoped.

HOUSE RANDGRIZ (1) (2)

House Randgriz has ruled over Gallia since the very beginning. The founder was said to be a hero of the War of the Valkyrur, and the symbol of House Randgriz is the unicorn. Common belief was that House Randgriz was directly descended from the ancient Valkyrur, but it was recently revealed that they are Darcsens. The "hero" Randgriz was actually the betrayer of his people, who helped the Valkyrur defeat the Darcsens. In exchange for his cooperation, Randgriz was granted rulership over Gallia.

HUSHOVD (2)

One of the professors at Lanseal Royal Military Academy. He is known to be a tank nut, and has been spotted wearing a necktie with little tanks on it. For students requiring makeup exams, Hushovd designed a particularly grueling "Study Marathon".

IRENE ELLET (1) (2)

A reporter for GBS, Gallia's radio station. During the Gallian Campaign, Ellet followed Welkin's squad around and reported their progress to the people. Even when faced with a media ban, Ellet continued to get the truth to the people by printing her own articles and sticking them up on walls. After the conclusion of the Gallian Campaign, Ellet wrote a book about her experiences and published it under the title "On the Gallian Front", and it quickly became a best-seller. Irene Ellet is Lotte's role model.

**ISARA GUNTHER (1)**

The daughter of the famed Darcen engineer Theimer. Isara was Welkin's adopted sister until an enemy bullet claimed her life during the Imperial invasion of Gallia. Her quiet, gentle personality was supported by a strong will, and the dignity with which she lived her life was an inspiration to many, especially Rosie. In the epilogue of "VC1", we find out that Welkin and Alicia later named their firstborn daughter after Isara.

JAMKA TRIBE (2)

An indigenous minority of hunters living in western Gallia. The Jamka tribe is situated well away from any source of technology, so they are quite primitive. They have preserved their traditional culture and way of living, which involves surviving only on what they can produce or catch themselves.

JANE TURNER (1) (2)

A former member of Squad 7 who fought alongside Welkin during the Gallian Campaign. Jane is now the drill instructor at Fort Amatriain, where her merciless training methods have earned her the nickname "Sadistic Jane".

JARDE AND HIS HAPPY TIME FRIENDS (2)

A former member of Squad 7 who fought alongside Welkin during the Gallian Campaign. Jane is now the drill instructor at Fort Amatriain, where her merciless training methods have earned her the nickname "Sadistic Jane".

KATARINA KAY (2)

A student in Class C, and a participant in the Miss Lanseal Contest.

KESSLER (2)

One of the male students in Class A.

KINGDOM OF DRYER (2)

A kingdom located to the south of Gallia. The kingdom of Dryer maintains a friendly relationship with Gallia. It is run by a monarchy, and polygamy is a part of their culture.

KLODEN WILDWOOD (1) (2)

A large forest located in southern Gallia. The Kloden Wildwood acts as a natural border between Gallia and the Empire. The densely packed trees and other vegetation have disoriented many travelers, and limit the routes through which a vehicle may pass, making the Kloden Wildwood an effective defense against foreign invaders.

KLOPP (2)

A military analyst who sent his comments in to the Gallia Times.

KNIGHTS OF THE ROUND OBJECT (2)

The name Zeri suggested for Class G's soccer team.

LAEVATEIN CUP (2)

One of the traditions at Lanseal Royal Military Academy, with roots in the jousting tournaments of the middle ages. The Laevatein Cup is a tournament that is played out over half a year, and winning the Laevatein Cup is the ultimate prestige for the students. The classes are pitted against each other in mock combat, and though training ammunition is used, the battles are intense, producing many injuries and even deaths over the years.

LANSEAL MEDALS (2)

Lanseal Royal Military Academy has various medals and awards that are presented to students who perform specific feats.

LANSEAL ROYAL MILITARY ACADEMY (2)

The only military academy in Gallia. With 217 years of history, the academy has the word "royal" in its name because Gallia was still ruled by a monarchy when the academy was established. Students spend an average of three years studying at Lanseal. It is a boarding school with a curriculum based on credits. While its doors are now open to any applicant, Lanseal scouts are always searching far and wide for promising new students. The age range of Lanseal students is anywhere from teenagers to those in their thirties. Graduates of Lanseal Royal Military Academy are commissioned as officers, but can also be granted licenses as doctors or engineers, depending on their grades.

LANSEAL'S SEVEN WONDERS (2)

The story Lotte was chasing, based on rumors about supernatural happenings around campus. The first six turned out to be nothing more than rumors, or hoaxes started by students. Details regarding the seventh "wonder" are still unknown.

LEANBLUFF FOREST (2)

A hilly wooded area in southern Gallia that makes up part of the Kloden Plateau. Castle Leanbluff can be seen rising above the forest, built by the former ruler of the area, Count Menor. When the civil war began, Rebel forces took control of Trade Route 7, so people were forced to take Route 121, which passes through Leanbluff Forest.

LEGENDS OF THE VALKYRUR (1) (2)

The legends speak of the ambitious Darcens bringing great tragedy to the lands of Europa out of a lust for power. The Valkyrur came and vanquished the evil Darcens, becoming the fabled saviors of Europa. Such legends are common in every corner of Europa, and formed the foundation for countless religions like Yggdism. The legends also inspired many works of

art, including the beautiful statues that can be seen in many regions (see right). Though most people eventually came to think of the legends as nothing more than stories, they still maintained a deep hatred for the Darcens. The truth is that the legends were actually crafted by the Valkyrur themselves in order to hide the fact that they had actually arrived in Europa as conquerors. The Valkyrur are the ones who committed the crimes that the Darcens are now blamed for, but very few people are aware of this truth.

LIEUTENANT MARDER (2)

A lieutenant in the Gallian Army who was interviewed for a Gallia Times article.

LION'S PAW (1) (2)

A perennial flower that grows all over Gallia. It has small white petals, and its seeds are carried off on soft white tufts. Lion's Paw became famous in Gallia when the war hero Welkin offered Lion's Paw to his beloved during his proposal. The popular singer Rosie has also written a song with Lion's Paw as the theme. Lion's Paw represents "an unbending spirit".

THE LONE WOLF (2)

Erik Kampmann's nickname.

LONGHAIRD MULE (2)

As the name suggests, the Longhaired Mule is a type of mule with long hair.

LOTTE INSIDER (2)

The school newspaper produced by Lotte Netzel. Since Lotte tends to report inaccurately, or cover topics that most people don't care about, most Lanseal students consider the Lotte Insider to be nothing more than a source of gossip.

LOVE AT WAR (2)

A romance novel published in Gallia. It has a strong following of female readers.

MANOEL RONNING (2)

Author of the romance novel "A Forest of Pining".

MARQUIS WESTERFELD (2)

A powerful Gallian noble. Though formerly a loyal supporter of Cordelia, Gilbert Gassenarl succeeded in persuading Westerfeld to join the Rebel cause.

MAURITS VON BORG (1) (2)

At the time of the Gallian Campaign, Chancellor Borg still had power over Gallia. He had treated young Cordelia as nothing more than a puppet, doing as he wished with Gallia's political matters. Borg intended to sell Gallia to the Federation in exchange for status and power, but his plans were disrupted by Welkin and Squad 7. Maurits von Borg died during the Gallian Campaign.

MAXIMILIAN (1)

Maximilian led the Imperial forces into Gallia during the Gallian Campaign. Though he is the son of the Emperor, he was never officially recognized as an heir due to the low social status of his mother. He and his mother were both harshly alienated by the Empire's nobles, causing Maximilian's hardened heart to quickly fill with a dark ambition. Using the might of his own personal Valkyria, Maximilian hoped to conquer Gallia and eventually the Empire. It was only the skillful resistance of the Gallian Militia that put a stop to Maximilian's plans. Maximilian is the first human in the history of the world to become an Artificial Valkyria.

MELISSA'S DIARY (2)

Melissa Dalen keeps a diary of her "date" with Zeri.

MELLVERE (2)

A trade city situated on the River Mais in southern Gallia. It has long prospered as a link between Randgriz and the southern grain-producing region. Mellvere is sometimes referred to as the "south gate" of Randgriz, due to its position on the main thoroughfare. Since it did not suffer a raid during the Gallian Campaign, it played a central role in the rebuilding of devastated cities after the fighting was over. Many casual laborers from neighboring towns were attracted to Mellvere by all of this activity, and the city has grown even more prosperous as a result.

MILITIA REGULATORY AGENCY (2)

An agency within the General Education Commission, the Militia Regulatory Agency is responsible for training the Gallian Militia.

MISS LANSEAL CONTEST (2)

One of Lanseal's traditions. Three girls were nominated for the contest, with Coleen from Class G being one of them. It even includes a swimsuit interview of the contestants.

MISTLEREED (1) (2)

Welkin was able to locate a shallow area in the Vassel River by



examining where the mistlereed were growing. It can be said that the mistlereed played a vital role in the success of Operation Cloudburst.

MONROE (2)

One of the professors at Lanseal Royal Military Academy. She is known for wearing too much makeup. Professor Monroe teaches physics.

MOONDEW (2)

One of the types of flowers Aliasse is growing in her flower bed on campus. The moon dew is a rare flower, with an unusually shaped blossom. Welkin provided the seeds.

MOONGLOW (2)

A small flower that grows in the desert. Its six petals are pale pink in color. It is said that if you give a moonglow to the person you like, your feelings will be reciprocated.

MUSCLE HEADS (2)

The name of the Gallian Army squadron led by Reiner after he graduated from Lanseal. The squad is comprised entirely of powerfully built men.

NADINE (1) (2)

Author of the romance novel "Love At War". Nadine is a Darcen and former member of Squad 7.

NORTHERN SALMON (2)

A type of salmon said to have been favored by the ancient Valkyrur. Many recipes involving northern salmon have been passed down through generations of the Yggdist church. The most popular dish is "Northern Salmon in a Pie Crust".

OPERATION ALABASTER GALE (2)

On November 7, 1937, the Gallian Army launched Operation Alabaster Gale in an attempt to retake Randgriz City. The operation ended in success, and Randgriz City was freed from Rebel control on December 10 of the same year.

OPERATION CLOUDBURST (1) (2)

The Gallian Campaign operation launched by Welkin and Squad 7 to retake Vassel Bridge after it was claimed by Imperial invaders. Gallia was quickly losing the war until Squad 7 turned the tide with this operation. Their victory was made possible by Welkin's knowledge of flora, which allowed him to locate a shallow area in the Vassel River where the Edelweiss was able to cross. Operation Cloudburst is famous for being the battle that changed the tide of the war. Class G performed a theater adaptation of Operation Cloudburst for the Feast of All Spirits event at Lanseal.

OSCAR BIELERT (1) (2)

Oscar hopes to become a doctor someday so he can cure his brother Emile's illness. Oscar is currently attending school in Yuell. When he found out that Class G had gone against school regulations in order to defend Yuell from a Rebel raid, Oscar sent them a thank you letter. Like his brother Emile, Oscar also fought alongside Welkin during the Gallian Campaign.

PAN-EUROPEAN BUTLER CHAMPIONSHIP (2)

A tournament where butlers gather from all over Europa to compete in tests of butler skill. Some events require a team of two. The Pan-European Butler Championship is quite a prestigious affair, and many noble families will attend the tournament in search of a new butler.

PINING LILY (2)

A rare type of lily that only blooms in the shade. It is also known as the "misfortunate beauty".

PORCAVIAN (1) (2)

Porcavians naturally live in the wooded regions of central Europa. Their appearance can be described as pigs with wings, though they tend to be smaller than regular pigs. Porcavians seem to enjoy the company of humans, so they are quite popular as pets.

THE PRINCIPALITY OF GALLIA (1) (2)

A small yet beautifully scenic country that was caught in the middle of the war between the Empire and the Federation. The capital city is Randgriz, and it is from there that the Randgriz family has ruled over Gallia for many generations. Gallia has long upheld its national policy of political and military neutrality, and all of its citizens are subject to the conscription system. Famous for its rich deposits of ragnite ore, Gallia has recently become a prime target for the Empire and the Federation. Gallia covers an area of 38,564 square kilometers, supports a population of 4,320,000, and its national currency is the Ducat (DCT).

PROJECT VALHALLA (2)

Originally an Imperial venture, Project Valhalla seeks to recreate the power of the Valkyrur; in other words, the goal of Project Valhalla is to develop Artificial Valkyrur. To this end, many descendants of the ancient Valkyrur were captured and held against their will in research facilities, where they were subjected to many inhumane experiments. The Imperial Prince Maximilian was Project Valhalla's greatest supporter, and the research facility was closed for good upon his death. Foerster, who was a central figure in Project Valhalla, couldn't simply give up on her research the way the others in the facility had, so she stole Aliasse away and escaped into Gallia. Project

Valhalla resumed with the support of the Asgardian Council.

PSEUDOPORCAVIANIS (2)

One of the types of flowers Aliasse is growing in her flower bed on campus. The pseudoporcavianis is a rare flower with an unusually shaped blossom. Welkin provided the seeds.

RAGNAID (1) (2)

A healing aid powered by ragnite. Simply casting the blue glow of the ragnite over the patient is enough to aid in the body's healing process. Of all the technologies spawned from ragnite, Ragnaid is one of the more recent advancements.

RAGNITE (1) (2)

Ragnite is said to be the very foundation of modern civilization in Europa. It is a mineral that releases energy along with a unique blue glow, and it can be put to many different uses once refined. Some of the most common applications of ragnite include using it as a power source for machinery, or as a healing aid. Ragnite has offered humans convenience and efficiency, but it has also started many wars. It is said that the Valkyrur brought the knowledge of ragnite refinement to Europa.

RAGNOLINE (1) (2)

A liquid form of ragnite that is most commonly used to fuel vehicles. A true necessity of life in modern Gallia.

RAMONA LINTON (1) (2)

Model for the popular magazine "Gallian Girl". During the Gallian Campaign, she was a member of Squad 7.

RANDGRIZ CITY (1) (2)

The capital of Gallia. Randgriz City is surrounded by castle walls extending over one kilometer in diameter. The city began with an ancestor of the Randgriz family building a castle, and the rest of the city gradually formed around it. The castle was once adorned with a tall spire, said to resemble the horn of a unicorn, the mythical creature that is the symbol of the Randgriz family. This spire was destroyed during the Gallian Campaign by Maximilian's assault on the city. A peace monument was later erected where the spire used to be. An oath of peace, Cordelia's message, and the names of those who died during the Gallian Campaign are carved into the surface of the monument.

REBEL ARMY (2)

After finding out that Cordelia is a Darcsen, Gilbert Gassenarl formed the Rebel army in 1936, in hopes of dethroning Cordelia and rebuilding Gallia under a government of "pure-blooded" Gallians. The Rebel army's main supporters were nobles with strong anti-Darcsen beliefs, but the Federation was also assisting the Rebels in secret.

REMI NOAH (2)

Class Chair of Class D. Remi has a crush on Juliana.

RETURN OF BRIXHAM (2)

Nichol joined the Gallian Army after graduating from Lanseal, and his extraordinary skill with the sniper rifle had the other soldiers hailing him as the "Return of Brixham". Hubert Brixham is the teacher of Class G at Lanseal, but he was formerly a sniper in the army, and his skills were reportedly unmatched.

RIVER MAIS (2)

A river running through southern Gallia. The River Mais has always been known to be a turbulent river, but in recent years it was brought to light that this turbulence was caused by uncontrolled logging along the shore of the river. Plans are now in place for the systematic planting of trees in hopes of preventing a flood.

ROENDAHL CANYON (2)

A canyon located upstream of the River Mais. Many dams and floodgates were built there to control the water levels of the River Mais and prevent flooding.

ROSIE (1) (2)

A former member of Squad 7, Rosie is now a famous singer representing all of Gallia. Her real name is Brigitte Stark. When she was younger, her parents were killed when they got mixed up in a Darcsen purge, which resulted in Rosie blaming the Darcsens for their death. But Rosie's relationship with Isara, and Isara's death during the Gallian Campaign, eventually urged Rosie past her hatred for Darcsens.

SCARLET LION (2)

Leon earned this nickname because of his red hair and inspiring prowess in battle.

SECOND EUROPEAN WAR (1) (2)

The second large-scale war between the Federation and the Empire began in 1935. The Empire invaded Gallia immediately after the commencement of the war, in what would later be called the "Gallian Campaign". The Gallian Campaign was ended within the year, but the Second European War continued on into 1937.

SELVARIA BLES (1)

As Maximilian's right hand, Selvaria was in command of the Imperial troops at the front lines of the Gallian Campaign. Being a true descendant of the ancient Valkyrur, Selvaria's was a rare existence. She was deeply in love with Maximilian, and it was this emotion that drove Selvaria to wield her Valkyrian powers for the sake of the Empire. Eventually, it was revealed

that a true Valkyria also existed within the Gallian forces. With the might of their own Valkyria backing them, the Gallian Militia was able to capture Selvaria. The Imperial Valkyria then ended her own life by self-destructing in an awesome explosion of blue flame. Baldren and Audrey both witnessed Selvaria's prowess in battle firsthand, and the Valkyria's amazing show of offensive capabilities is what drove the two Gassenarls to pursue the power of the Valkyrur for themselves.

SNOWFALL HARE (2)

A rare hare that is said to live in snowy mountain regions. Very few have actually seen one firsthand.

SOUTHERN WILDLIFE CENTER (2)

This facility is located in southern Gallia, and is used for the temporary housing and care of wild animals.

SPECIAL MISSION (2)

Kluivert and Foerster selected only the most promising Lanseal cadets for this "Special Mission". The mission details were said to be highly confidential, and the unfortunate students who accepted the honor were subjected to horrifying experiments in order to further Foerster's research into Artificial Valkyrur – experiments that usually resulted in the test subjects' deaths. Lanseal's students were divided into classes according to their potential compatibility with the Artificial Valkyrur technology, and Class G was filled with the students who showed no promise for this purpose at all.

SPRING SUNFLOWER (2)

One of the types of flowers Aliasse is growing in her flower bed on campus. The spring sunflower produces a beautiful blossom.

THE SQUIRREL AND THE MOUNTAIN FIRE (2)

After graduating from Lanseal, Raymond became a firefighter, and put on a puppet play entitled "The Squirrel and the Mountain Fire" in order to raise fire awareness. The story was very touching, and gained popularity quickly.

TANK (1) (2)

Developed during the First European War as a means to cross enemy trenches, a tank is an armored fighting vehicle. Fueled by ragnoline, these self-propelled vehicles run on caterpillar treads, and are usually armed with a cannon or machine gun. The Empire was the first to deploy tanks in war, but the technology quickly spread throughout Europa, soon advancing in leaps and bounds. The radiator, which prevents the engine from overheating, is the most vulnerable part of the tank.

THEIMER (1) (2)

A legendary Darcsen engineer who developed and built tanks for Gallia from the First European War onward. His ideas were all very revolutionary, and his designs alone raised the bar for tank designs in Gallia. Theimer's thesis is still treated like holy scripture by engineers to this day, and guides the development of arms in Gallia. His most famous creation is, of course, the Edelweiss. Theimer and Belgen Gunther were the best of friends. After Theimer's untimely death, Belgen adopted Theimer's daughter Isara into his own family.

UNIT CLASS (1) (2)

Lanseal Royal Military Academy assigns its students to one of five unit classes, based on aptitude. These unit classes are Scout, Shocktrooper, Lancer, Engineer, and Armored Tech. Avan was a rare case, as his aptitude test revealed that he was equally suited for all classes.

V0 (2)

The Rebel army's prototype Artificial Valkyria armor that is worn by Dirk Gassenarl. It boasts high specifications, but the huge cost of producing even one such suit of armor prohibits mass production. Despite the impressive function of the V0, it is still inferior to the might of a true Valkyria.

V1 (2)

One of the Rebel army's attempts at designing an Artificial Valkyria suit that is affordable enough for mass production. The data gathered from developing the V0 was applied to the V1, but the latter was never used in actual combat.

V2 (2)

The world's first mass-production model of Artificial Valkyria armor, developed by the Gallian Revolutionary Army. Though its specifications are not nearly as impressive as those of the V0, the V2 still poses a considerable threat to infantry and armored vehicles. The V2s require a large amount of ragnite energy to function, so they can only reach their full potential with an Energy Supply Vehicle nearby.

VALKYRIAN LANCE AND SHIELD (1) (2)

Armaments of the ancient Valkyrur. The lance is capable of emitting an unstoppable azure beam, and the shield makes its Valkyrian wielder an immovable fortress. Though the shape of each Valkyria's lance and shield varies somewhat, they all share the common theme of spirals, the symbol of the Valkyrur. Most Valkyrian lances also possess two forms: one for when the lance is dormant, and the other for when it is active.

VALKYRUR (1) (2)

It is said that the Valkyrur came to Europa from the north in ages past. The legends mostly speak of their godly powers, which allowed them to conquer all of Europa within a century

or two. Gradually, as more and more Valkyrur formed intimate relationships with the natives of Europa, the number of pure-blooded Valkyrur started to drop, and their special powers also faded. After two centuries, the Valkyrur had all but vanished from Europa, and all that was left of them were the legends. But those legends often contradicted themselves, and the people eventually started to wonder if the Valkyrur ever truly existed at all. During the Gallian Campaign, Selvaria Bles unleashed her Valkyrian powers upon Gallia, and the Valkyrian blood within Alicia Melchiott (now Alicia Gunther) was also awakened. These individuals erased any doubt from the Europeans' minds regarding the existence of Valkyrur. Once a Valkyria activates their special power, they gain superhuman strength and reflexes. When wielding their unique Valkyrian lance, a Valkyria is able to destroy a tank with a single blow. It is said that the Valkyrur's godly powers are somehow connected to ragnite, and the blue glow that surrounds an active Valkyria seems to support that theory.

VARIO AND THE VARIONETTES (2)

The name Vario suggested for Class G's soccer team.

VASEL BRIDGE (1) (2)

The grand bridge that crosses over the Vasel River by the capital city of Randgriz. The bridge is heavily traveled, and city buildings line both shores. The Vasel Bridge is now famous for being the stage of the battle between the Gallian Militia and the Imperial forces, which turned the tide of the Imperial invasion in Gallia's favor.

VIRIDIAN SCARAB (2)

Most people think the Viridian Scarab and Cerulean Scarab are two completely different species, but that is not the case. During their mating season, a Cerulean Scarab that has acquired enough sustenance to breed will change color, taking on the appearance that is commonly identified as the Viridian Scarab.

WALKING FIELD HOSPITAL (2)

Raymond's nickname.

WAR OF THE VALKYRUR (1) (2)

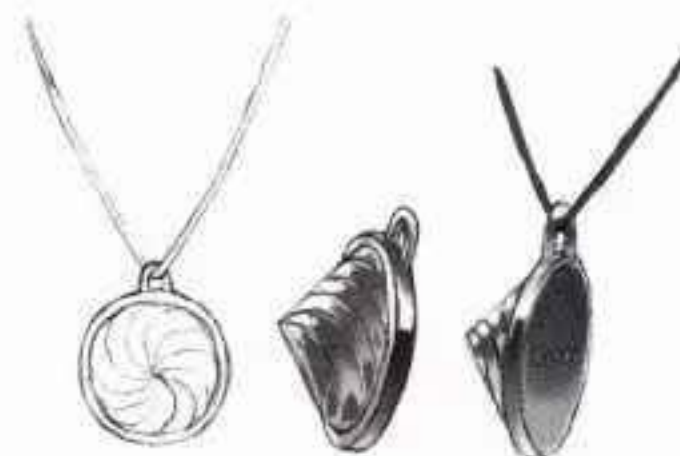
Over a century ago, the Valkyrur came from the north to conquer Europa, resulting in a war between the invading Valkyrur and the Darcsens of Europa. As it is often said, the victor of war gets to write the history books, and as such it has long been believed that the Valkyrur saved Europa from the Darcsens, despite the fact that the war was caused by the Valkyrur's unprovoked attack.

WILLOCH CARTEL (2)

One of Gallia's most successful financial cliques. The Willoch Cartel possesses heavy political influence.

YGGDISM (1) (2)

A religion based on the belief that the Valkyrur were gods, or the vassals of God. It was established in the third century, shortly after the Valkyrur disappeared from Europa. Yggdism quickly spread across the entire continent, and the head of the Yggdist faith had immense political power during the middle ages. As time went on, and power shifted to states controlled by kings and emperors, the Yggdist religion started weakening significantly. Despite this, Yggdism is still considered to be one of Europa's major religions, boasting a higher number of followers than any other European faith. The symbol of Yggdism is a blue Valkyrian spiral. Many devout Yggdists wear accessories with this motif, such as Audrey's pendant pictured below.



YUELL (2)

A city located in central Gallia, built around Yuell University. Yuell is known as an academic city, and many educational institutions and research facilities are situated there. During the Gallian Campaign, Yuell suffered heavy casualties at the hands of the Empire, and as a result, more consideration was given to strengthening the city's defenses.

YUELL UNIVERSITY (2)

Founded during the middle ages by William Yuell, Yuell University is one of the best schools in Gallia, along with Randgriz University.



ENGLISH EDITION CREDITS

English Translation - M. Kirie Hayashi
Copy Editing - Ash Paulsen
Layout and Design Adaptation - Matt Moylan

UDON STAFF

Chief of Operations - Erik Ka
Managing Editor - Matt Moylan
Project Manager - Jim Zubkavich
Associate Editor - Ash Paulsen
Director of Marketing - Christopher Butcher
Marketing Manager - Stacy King
Japanese Liaison - Steven Cummings
Editor, Japanese Publications - M. Kirie Hayashi

SEGA OF AMERICA LICENSING
Cindy Chau

JAPANESE EDITION CREDITS

Issuer/Editor
Hirokazu Hamamura

Associate Editor
Takeo Sakamoto

Writer
Katsuki Kato

Strategy
Koji Aizawa

Chief Editor
Ryo Aoyama

Deputy Editor
Masanori Sumida

PM
Takaaki Honda

Administration
Risa Morimura

Writing
Crescent Inc.
RIVAGES Corp.
Toru Matsumoto

Editing Assistance
Katsuki Kishimoto
Chisa Fujita

Cover Art
Raita Honjou

Design Assistance
Takemori Izumi
Takemori Wakamatsu

Layout/Design
Tadayuki Kimura

Editor
Keita Kurokawa



Valkyria Chronicles 2

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